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Dungeon Crawl Classics #43

The Curse of the Barrens

by Greg Oppedisano

AN ADVENTURE FOR CHARACTER LEVELS 3-5



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

The headwaters of the Hendata de Danne river – or “the Heart of the Danne” – can be traced to a series of ice caves in the slowly melting glaciers of the Saint's Blood Mountains. It is in those ice caves that the curse of the barrens originates. This mysterious curse has poisoned the waters of the Danne and driven two barbarian tribes to war. The only way to stop the war and end the curse of the barrens is to travel to the Heart of the Danne in search of a lost fertility idol...

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!





The Frost Barrens

Wolf Territories
(Elthen Haldenu)

Saint's Blood Mountains

glacier

Glacial Lair of
Ingvidr

Village of
Longwinter

Raven Territories
(Tanen Tulwe)

Heart of the Danne River

Fort
Willow

Isles River

Ambroshea River

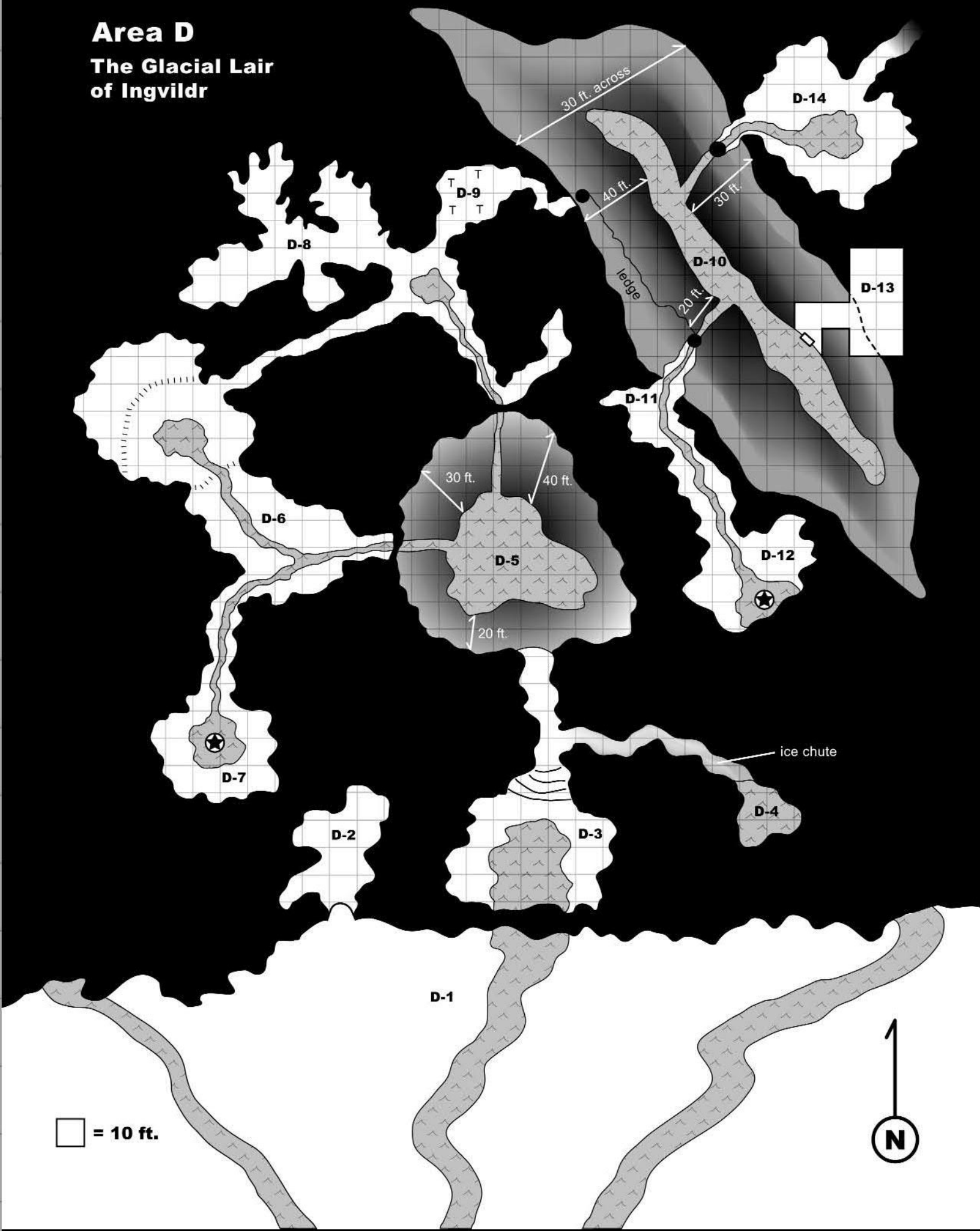
Ambroshea
Trades



100 miles

Area D

The Glacial Lair of Ingvildr



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By Greg Oppedisano
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Dedication: To Tanya for letting me sleep in after games night, and to Aiden and Ainsley for making sure that never happens...



Table of Contents

Introduction.....	2
Game Master's Section	2
Background Story	4
Map Key	9
Encounter Area A - Ambroshea Trades.....	9
Encounter Area B - Fort Assinaboine	11
Encounter Area C - Village of Longwinter	13
Encounter Area D - Glacier Lair of Yngvildr.....	17
Appendix 1: New Magical Items.....	27
Appendix 2: New Monsters	28
Appendix 3: Player Handouts.....	30
Maps.....	32

If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

Curse of the Barrens is an adventure for four to six characters of levels 3-5. Characters of any class will be suitable, but a resourceful ranger, a wild barbarian, or a protection-minded cleric and a wizard or rogue with the Decipher Script skill would be useful. The setting is a northern arctic region, between the town of Ambroshea Trades, a fur trading post named Fort Assinaboine, a cursed barbarian village called Longwinter, and the glaciers of the Saint's Blood Mountains. It is designed to be easily adapted to fit the northern reaches of any campaign world. See the "Scaling Information" section for ways to tailor this adventure your group's level.

Adventure Summary

The merchant partners of the Company of the Barrens are hiring adventures to discover why the winter fur trade returns have not come back yet from Fort Assinaboine. They fear that the internecine warfare between the Elthen Heldenu Danne and the Tanen Tulwe Danne has reached a boiling point.

The party arrives at Fort Assinaboine on the edge of the village of Longwinter, at the end of a long battle between the two barbarian tribes, and either drive off or slay the Tanen Tulwe Danne. They learn that the wintering partner Will'o Fraser and his crew have been besieged in the fort for months. They also learn that the fertility idol of the Elthen Heldelu – the Nasota-bettegh (Spring-belly) – has been taken.

The Elthen Heldenu refuse to stop their conflict with the Tanen Tulwe until their idol is returned, and reveal that the Tanen Tulwe have taken the idol into Candata de Hhaiyye or the village of Longwinter (a Danne village destroyed by poisoned waters and inhabited by Snowleopard, an insane shaman, and his minions). The Elthen Heldenu will not go to the village, and insist that the party recover their idol in order to end the conflict.

Once the party defeats the insane Snowleopard and the undead infesting Longwinter, they discover that Snowleopard has sent the idol up river. They also learn the source of the magic that is killing the Tanen Tulwe Danne – the cursed waters of the Hendata de Danne River (The Heart of the Danne River). The headwaters of the Hendata de Danne River can be traced to a

series of ice caves in the slowly melting glaciers of the Saint's Blood Mountains.

Exploring the ice caves, the adventures discover a colony of skarphe'inn and their skjöldulfr companions. While tunneling in the glaciers, the skarphe'inn exposed a toxic urn long locked away in the ice – the source of the curse that is creating the toxic waters of the Hendata de Danne River. The skarphe'inn clerical leader, Yngvildr, is excavating the powerful shrine beneath the ice in hopes of unlocking its ancient powers and will stop at nothing to learn its evil secrets...

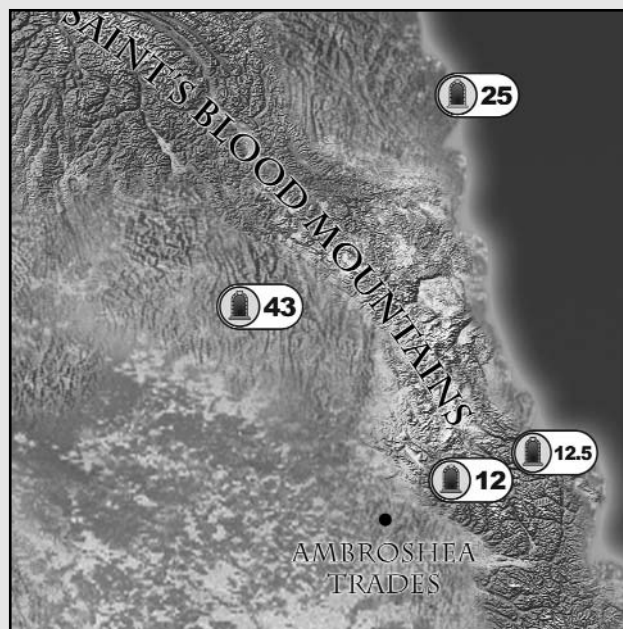
Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. **EL** – the encounter level.

DCC World

If you are using the world of Áereth from DCC #35: Gazetteer of the Known Realms, Curse of the Barrens is set in the icy wilderness north of the trading village of Ambroshea Trades. Known to sages and explorers alike as the Frost Barrens, the desolate, wind-swept tundra and glacier-locked peaks are the unchallenged domain of terrible beasts and tribes of fierce barbarians.



Loc	Pg	Type	Encounter	EL
B-1	11	C/P	<i>Un'Gata</i> and 4 rangers	5
B-2	11	C	4 rangers	4
B-3	12	C	4 rangers	4
B-5	12	T	Bridge of brown mold trap	2
C	13	C	Wild dog pack	5
C-1	13	C	Ghoul	1
C-4	14	C	2 allips	5
C-6	15	C	2 ghastrs	5
C-7	15	C	4 raven totem animated objects	6
C-8	15	C/P	<i>Snowleopard</i>	5
		C	8 ghouls	6
D	18	P	A vision in the ice and snow	3
D-1	18	P	The Inukshuk	3
D-2	19	C	Owlbear	4
D-3	19	C	2 skjöldúlfr	3
D-4	19	T	Ice chute	3
D-5	20	C	2 skjöldúlfr	3
D-6	20	C	8 skarphe'inn	8
D-7	21	C	<i>Rhraghttt</i>	5
D-8	21	C	<i>Kestu</i> and 4 skjöldúlfr	7
D-9	22	T	Deadfall trap	5
D-10	23	T	Crevasse	2
D-11	23	C	2 skjöldúlfr and 2 skarphe'inn	6
D-12	24	C	<i>Yngvldr</i> and <i>Jarklo</i>	7
D-13	26	C	2 mummies	7
D-14	26	C	Remorhaz	4

Scaling Information

Curse of the Barrens is designed for four to six characters of 3rd to 5th level. The ideal level for four starting characters is 4th level. More 3rd level characters is also fine, as is a 5th level party of role players. A 5th level party of power gamers may require some of the Stronger Parties adjustments suggested below. Consider adjusting the adventure as follows:

Weaker Parties (4 or fewer characters, or lower than 4th level): This module is not suggested for 1st level characters. For 2nd level characters or parties with less than four characters consider adding a couple of NPC fighters to the party to increase their combat prowess. Remove: 4 warriors from Area B; The dog pack leader from Area C; a ghastr from Area C-6; 2 raven totems from Area C-7; remove 2 druid levels from *Snowleopard* and 4 ghouls from the ghastr horde in Area C-8; 4 *Skarphe'inn* from Area D-6; and *Jarklo* from Area D-12.

Stronger Parties (7 or more characters, or higher than 4th level): For stronger parties consider adding: 4 warriors to Area B; 4 dogs to the dog pack in Area C; 2 ghastrs to Area C-6; 4 raven totems from Area C-7; giving *Snowleopard* a couple of Tanen Tulwe Warrior guards and add 8 ghouls to the ghastr horde in Area C-8; an owlbear to Area D-2, 2 *Skarphe'inn* to Areas D-3, D-5 and D-7; and add 2 sorcerer levels to *Jarklo* in Area D-12; 2 mummies to Area D-13 and make the remorhaz in Area D-14 regular size.

Getting the Players Involved

The characters can be drawn into this adventure in a number of ways.

- **The jump to the action method:** The characters are traveling through dense forest in a northern climate when they happen across a battle between fur traders and their barbarian allies, and a second tribe of fierce barbarians. The victorious traders and their Elthen Heldenu Danne allies hold the field having driven off the Tanen Tulwe Danne. The Elthen Heldenu are desperate to recover the Nasota-bet-teghe fertility idol stolen by the Tanen Tulwe Danne. Fearful of the village of the Candata de Hhaiyye or Village of Longwinter, where the Tanen Tulwe have fled with the idol, Will'o Fraser (a fur trader) asks the party to go there and return with the idol. If the GM wishes to use this method – proceed to Area B – Fort Assinaboine.
- **The characters are hired:** The characters are hired by the merchant partners of the Company of the Barrens to investigate the late return of traders and their furs from Fort Assinaboine. If the GM wishes to use this method – proceed to Area A: Ambroshea Trades for further details.





Background Story

Awonawilona created light, the earth, the sky, and man. Awonawilona's many helpers walked where once there was darkness and emptiness, and with great mischief and wisdom created all that walks and flies upon the earth. One of her followers, Ocasta, was particularly tricksome and created the Hexas – Witches of the Eternal Flame – to forever confound man with powerful evil magic cast in the dark and secret places in the north. Ocasta was slain by Danne women tired of his meddlesome ways, and the ashes of his cremated body were placed in twelve new made urns of fine clay. Twelve Elder Danne women took the urns and gave them to the twelve Hexas as a warning not to meddle in the lives of the Danne. The Hexas constructed twelve shrines to Ocasta throughout the north and traveled to them and worked dark magic, carving complicated glyphs, over the reliquary of their fallen god to wreak vengeance upon the Danne.

Millennia ago, one of the shrines was buried beneath the advancing ice of glaciers flowing out of the Saint's Blood Mountains. Much later, a small tribe of skarphe'inn and their skjöldulfr companions carved out their residence in the ice above the shrine. Yngvildr, a cleric of Anguta, found the tumbled remains of the shrine, and more importantly, the cracked and leaking urn containing the Ashes of Ocasta.

The spells worked over the urn by the Hexas have made the powdered remains a toxic and powerful vessel of cursed magic. The Ashes of Ocasta are only dangerous to people who are of Danne descent; exposure to the ashes carries a terrible curse – insatiable hunger. Any person of Danne descent who has been exposed to the ashes will not be able to receive sustenance from food, will slowly starve to death, and be driven to cannibalism and the curse of rising as a ghoul by the suffering of the starvation.

Having no knowledge of the curse or the power of the Hexas, Yngvildr, believing the shrine to contain powerful magic, continued his excavation of the surrounding ice hoping to unlock its secrets. All the while the venerated and leaking urn's ashes mixed with the water flowing from the glacier and into the Hendata de Danne River, taking the curse down the river to the village of Candata de Hhaiyye, to tragic results.

A terrible curse struck the Tanen Tulwe Danne living in the village of Longwinter. Snowleopard, the village's powerful shaman, believed that the Heart of the Danne river was the cause of her people's sickness – more specifically that the evil skarphe'inn that live in the glacial headwaters of the river had done something to afflict her people. Snowleopard traveled to the Glaciar Lair of Yngvildr and asked him how she could save her people. Yngvildr told Snowleopard two insidious lies. The first lie was that the curse was in fact a disease and that it was sent by Angunta, the "Cold Spirit," the "Breath Taker," and the gatherer of the dead, as punishment for trading with the Company of the Barrens. The second lie was that in order to end the disease Yngvildr needed Nasota-bettegh, the magical fertility idol of the Elthen Heldenu Danne to appease Angunta. Snowleopard asked the Elthen Heldenu to stop trading fur and to give her their precious fertility idol. When they refused, Snowleopard sent her warriors to take the idol and then she herself delivered it to Yngvildr. Yngvildr gloried in his newfound ability to influence events and weaken those around him. Nothing that Snowleopard did improved the situation, and as things got more desperate the villagers resorted to cannibalism in order to satiate their desperate hunger. As her people were turned into ghouls around her, Snowleopard was driven mad.

The Pantheon of the North

ANGUTA

Neutral Evil

Known as the "Cold Spirit," and the "Breath Taker," Anguta is the gatherer of the dead, the winter spirit, and the cold. Anguta comes at the end of life and carries the dead down to the underworld. Once there, the spirit of the departed must sleep the dreamless sleep with him for a year. Anguta's symbol is the hollow-eyed skull, usually of a bison or some other animal of the north.

It is accepted by most that Anguta is an aspect of Variag, the Icelord, though some esoteric cultists claim that Anguta shares more in common with the wicked Zühn.

AWONAWILONA

Lawful Neutral

Known as Mother Earth and Father Sun. Androgynous Awonawilona is worshipped as creator "The One Who Contains Everything." Northern legends hold that before the creation of the world there was only Awonawilona, alone in the darkness and timeless nothingness. Awonawilona created everything from within by taking the form of light, a ball of life giving fire. From this fire all things spun forth. Awonawilona needed help and so parts of her were taken to create the other gods, who went forth and added to that which Awonawilona had made. Some of what was made was wise and good, some foolish and wrong. The druids and clerics of the northern tribes of Danne worship Awonawilona. Awona-wilona's symbol is a ball of fire over choppy water.

"Civilized" sages avow that Awonawilona is an androgynous amalgamation of Choranus, the Seer Father, and his consort, Ildavir the Giver of Form.

OCASTA

Chaotic Neutral

Known as "Old Stonecoat" because of his long shawl that was made from interlocking pieces of flint. Old Stonecoat was one of the creator Awonawilona's helpers. Neutrally aligned Ocasta is worshipped as a god of challenges, struggles, suffering and fate. Balanced between good and evil, Ocasta thought men needed challenges to be strong, and created the Hexas of the Eternal Flame, witches who worked their awesome powers in hidden huts and caves. Ocasta then traveled from village to village stirring up troubles with his trickery. Eventually Danne women tired of his foolishness and trapped Ocasta, pinning him to the ground with a stake through his heart. The Danne men then cremated the dying Ocasta. While burning on his funeral pyre, Ocasta leapt up and taught the men powerful songs and dances for hunting, transforming into the creator's beasts, making wars and healing. The men present were granted great power and became the first shamen. The symbol of Ocasta is twelve arrows of different sizes pointing in twelve different directions carved into a piece of flint or slate.

"Civilized" southern scholars and religious apologists are quick to make the claim that Ocasta is but an aspect of Centivus, the Shaper.

TORNGASAK

Neutral Good

Torngasak known as the "Good Spirit," is a manifestation of everything in nature that is good and known to be helpful to man. The "Good Spirit" appears as a vision to man when times are troubled and shows the way to ending the suffering. The symbol of Torngasak is a pile of stones in the shape of a man called an inukshuk. The piles of stones are found through out the north and used as markers to keep the Danne on the right path when they migrate.

Torngasak is often claimed by worshippers of Delvyr, though northern priests resent the southern scholars for attempting to claim the work of Torngasak for themselves.

Note for the GM on the use of the word “Barbarian” for Rangers

Throughout the module the term “barbarian” is used to describe the people of the North. In the context of the adventure the word barbarian is used in the sense that civilized Romans used it to refer to people who are not Roman. The barbarians in this module are based loosely on the cultures of North American aboriginals or native peoples. In an overly simplified view, their cultures valued skill in the wilderness, living in harmony with nature, and a mystical understanding of man's place in nature. These characteristics do not mesh well with the barbarian character class that emphasizes combat prowess and rage. Therefore the choice of the Ranger character class is an obvious one – although the fur traders and adventures and indeed the GM may still refer to them as barbarians.

Notes for GM on the danger of traveling on the snow and ice

There are no roads north of Ambroshea Trades; most movement is conducted by canoe and portage when the rivers are not frozen. The adventure takes place in the dead of winter, however, and this provides a challenge to the characters. If the GM wishes to play out the characters' movement to the north the following rules are provided. It is of course perfectly legitimate to just have the party bounce about from location to location perhaps rolling once on the Wandering Monsters Chart for effect.

Overland movement per day traveled is as follows:

	Speed			
	15ft	20ft	30ft	40ft
Normal walk	12mi	16mi	24mi	32mi
Snow or heavy snow (with snowshoes)	8mi	12mi	18mi	24mi
Snow (no snow shoes)	6mi	8mi	12mi	16mi
Heavy snow (no snowshoes)	3mi	4mi	6mi	8mi

Tactical movement is as follows:

Condition	Additional Movement Cost
Snow /Difficult terrain	x2
Ice/Difficult terrain	x2 (see below)

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Balance and Tumble checks increases by +5.

Characters in prolonged contact with ice and snow may run the risk of taking damage from severe cold (see below).

Severe Cold Effects

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

For the purposes of travel in the Frost Barrens assume that characters are wearing winter clothes and must make a Fortitude save once every day traveled (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character that has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Severe cold effects end and non-lethal damage begins being restored the moment characters remove themselves from exposure to cold.

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

Wandering Monsters

The Frost Barrens are wild and unforgiving lands teeming with savage species fighting for their survival amidst the ice and snow. The following is a wandering monsters chart for the relatively tame areas north of Ambroshea Trades and the foothills of the Saint's Blood Mountains.

No wandering monsters will be encountered while the characters are in areas A, B, C, or D – the detailed encounter areas. While traveling between the detailed encounter areas, the following encounter chart can be used to spice things up, or move them along.

As a general rule, there is a 20% chance (1-2 on 1d10) of encountering wandering monsters every eight-hour period spent in the environs north of Ambroshea Trades. This chance may be decreased by 10% if the characters make an effort to conceal their camp or the path they have traveled by rolling a successful Survival check (DC 15). Add the party's average character level to the die roll on the following table to determine what monsters is encountered. Alternatively you may decide to just choose one encounter to play out as the party travels from location to location in the north.

1d20	Encounter	Notes
1-4	Wolf pack	(1d6+2 wolves) hostile
5-6	Brown bear	(solitary) hostile if provoked
7-9	Bison herd	(5d6 bison) hostile if provoked
10-11	Wolverine	(solitary) hostile
12-13	Tanen Tulwe	(d6+4 warriors) hostile war party
14-15	Cold snap	
16	Polar bear	(solitary) hostile if provoked
17	Winter wolf	(solitary) hostile
18-19	Heavy snow	
20-21	Bugbear war	(1d4+2) hostile party
21+	6 headed	(solitary) hostile hydra

The following statistics blocks are provided for easy reference for the GM.

Wolf: CR 1; Medium animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk bite +3 melee (1d6+1); Full Atk bite +3 melee (1d6+1); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track, Weapon Focus (bite).

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

SA – Trip (Ex): A wolf that hits with a bite attack 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 the wolf.

Black Bear: CR 2; Medium animal; HD 3d8+6; hp 19; Init +1; Spd 40 ft.; AC 13, touch 11, flat-footed 12; Base Atk +2; Grp +6; Atk claw +6 melee (1d4+4); Full Atk 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2); SA –; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Climb +4, Listen +4, Spot +4, Swim +8; Endurance, Run.

Bison: CR 2; Large animal; HD 5d8+15; hp 37; Init +0; Spd 40 ft.; AC 13, touch 9, flat-footed 13; Base Atk +3; Grp +13; Atk gore +8 melee (1d8+9); Full Atk gore +8 melee (1d8+9); Space/Reach 10 ft./5 ft.; SA Stampede; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +4, Will +1; Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +7, Spot +5; Alertness, Endurance.

SA – Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away

from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half).

Wolverine: CR 2; Medium animal; HD 3d8+15; hp 28; Init +2; Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +4; Atk claw +4 melee (1d4+2); Full Atk 2 claws +4 melee (1d4+2) and bite –1 melee (1d6+1); SA Rage; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Climb +10, Listen +6, Spot +3; Alertness, Toughness, Track.

SA – Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

Cold Snap (below -20° F) deals 1d6 points of lethal damage per hour traveled (DC 15, +1 per previous check). Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell. The cold snap lasts 1d4 days.

Tanen Tulwe Danne Warrior, Male Human Rgr1: CR 1; Medium humanoid; HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 15, touch 12, flatfooted 13; Base Atk +1; Grp +3; Atk longspear +4 melee (1d8+3/x3) or masterwork longbow +4 ranged (1d8/x3); Full Atk longspear +4 melee (1d8+3/x3) or masterwork longbow +4 ranged (1d8/x3); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA Favored enemy humans +2; SQ Wild empathy +0; AL N; SV Fort +4, Ref +4, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Climb +5*, Handle Animal +3, Listen +8, Move Silently +5*, Search +4, Spot +8, Survival +6; Alertness, Track, Weapon Focus (longspear). *Includes a –1 armor check penalty.

Possessions: masterwork longbow with 20 arrows, long spear, studded leather armor, furs worth 25 gp.

Polar Bear: CR 4; Large Animal; HD 8d8+32 (Animal); hp 68; Init +1; Spd 40, Swim 30; AC 15, touch 10, flat-footed 14; Base Atk +6; Grp +18; Atk claw +13 (1d8+8); Full Atk 2 claws +13 (1d8+8) and bite +8 (2d6+4); SA: Improved Grab; SQ: Scent, Low-light Vision; Space/Reach 10ft./5ft.; AL N; SV Fort +10, Ref +7, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide -2, Listen +5, Spot +7, Swim +16; Endurance, Run, Track.

Winter Wolf: CR 5; Large magical beast (cold); HD 6d10+18; hp 51; Init +5; Spd 50 ft.; AC 15, touch 10, flat-footed 14; Base Atk +6; Grp +14; Atk bite +9 melee (1d8+6 plus 1d6 cold); Full Atk +9 melee (1d8+6 plus 1d6 cold); Space/Reach 10 ft./5 ft.; SA Breath weapon, freezing bite, trip; SQ Darkvision 60 ft., immunity to



cold, low-light vision, scent, vulnerability to fire; AL NE; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10.

Skills and Feats: Hide –1*, Listen +6, Move Silently +7, Spot +6, Survival +1*; Alertness, Improved Initiative, Track. *A winter wolf gains a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

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

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

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

Heavy Snow: Heavy snow restricts visibility, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance). Heavy snow may cause the party to become lost (see DMG for details on getting lost). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. If heavy snow occurs the characters movement will be hampered; see the section titled Notes for GM on the danger of traveling on the Snow and Ice for details.

Bugbear: CR 2; Medium animal; HD 3d8+15; hp 16; Init

+1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2); Full Atk morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2); SA –; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Possessions: Morningstar 3 javelins, leather armor, light wooden shield.

Six-Headed Hydra: CR 5; Huge magical beast; HD 6d10+33; hp 66; Init +1; Spd 20 ft., swim 20 ft.; AC 16, touch 9, flat-footed 15; Base Atk +6; Grp +17; Atk 6 bites +8 melee (1d10+3); Full Atk 6 bites +8 melee (1d10+3); Space/Reach 15 ft./10 ft.; SA –; SQ Darkvision 60 ft., fast healing 16, low-light vision, scent; AL N; SV Fort +10, Ref +6, Will +4; Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills and Feats: Listen +6, Spot +7, Swim +11; Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite).

Note: Hydras can attack with all their heads at no penalty, even if they move or charge during the round. A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must hit the monster's neck with a slashing weapon and deal damage equal to the hydra's original hit point total, divided by its original number of heads, in one blow. The player says where the attack is aimed just before making the attack roll. For example, if a five-headed hydra has 52 hp, a single blow dealing 10 or more points of damage severs a head ($52 \times 5 = 10.4$, rounded down to 10). Any excess damage is lost. A severed head dies, and a natural reflex seals the neck shut to prevent further blood loss. The hydra can no longer attack with the severed head but suffers no other penalties. A severed head regrows in about a month.

Player Beginning

If you wish to start the adventure with the scripted encounter at the town of Ambroshea Trades, then refer to Area A. If you would like to jump directly to the action, choose one of the alternate hooks from the “Getting the Players Involved” section and jump to the part of the module indicated. Prior to arriving at the town of Ambroshea Trades there are no encounters listed; however, a single encounter from the Wandering Monster Table above might be appropriate. The town of Ambroshea Trades is well known to all who dare travel the Frost Barrens and the wild north. It is assumed that the party is traveling to the town of Ambroshea Trades in order to buy or sell items or perhaps in search of work on the edges of civilization. The side bar details the town of Ambroshea Trades in small detail.

Encounter Area A – Ambroshea Trades

Read or paraphrase the following to the party upon arriving at Ambroshea Trades:

Ambroshea Trades is more a sprawling, walled company trading fort than a town. There is a large and well-organized farm and various out buildings, the most notable being the free inn called MacGillvery's Landing, but the majority of the town is well protected behind a sharpened log palisade. The main gate lets down to the frozen waters of the Ambroshea River that winds north towards the frosty peaks of the Saint's Blood Mountains visible on the horizon. Within the palisade are a variety of company buildings – Ambroshea Trades being home to the Company of the Barrens – including vast store houses for furs and trade goods, a tinkers square, and most impressively, the corporate council house and the focus of the fort: the Great Hall.

Characters wishing to enter Ambroshea Trades will be welcomed and interrogated by Velka Snur, an oddly enthusiastic dwarf, and partner in the Company of the Barrens. He will arrange an immediate meeting with Darston Isles upon realizing the characters are adventurers.

Darston Isles (Rog11) is the chief factor of the Company of the Barrens and he has a problem:

Read or paraphrase the following to the party upon meeting Darston Isles:

Velka Snur leads you quickly through the fort, and up into the great hall. The great hall is the centerpiece of Ambroshea Trades, a truly magnificent building. Dozens of very large tables fill the hall with enough seating for two hundred people. On a raised platform at the back of the hall is the head table. The walls of the hall are adorned with portraits of what appear to be past and present adventurous fur traders of The Company of the Barrens. The far corner wall is dominated by a mas-

sive map of the North, on it are clearly marked outposts and forts built by the fur traders in the interior of this dangerous country. Seated at the head table, beneath his own portrait, wearing a rich fur collared greatcoat, is a middle-aged man with a look of relief on his face. He gestures for you to join him at the table and begins to speak.

"Greetings and welcome to Ambroshea Trades. I feel as though my prayers have been answered with your coming. For the past six months our fur trade in the North has been disrupted by the internecine warfare of the Elthen Heldenu Danne and the Tanen Tulwe Danne. Now things have gotten completely out of hand and we have reported no returns from Fort Assinaboine: worse, the company partner and his crew did not come south for the summer rendezvous. I fear they are stuck at their post or worse. I would like to hire you to travel on foot to Fort Assinaboine to find out what has happened, secure the furs, and to take direction from our wintering partner, Will'o Fraser as to what can be done to improve the situation."

Assuming that the party is interested in the adventure, Darston Isles can answer the following questions. Read or paraphrase the answers to the players:

What do you want us to do?

"I want you to travel on foot to Fort Assinaboine at the village of Longwinter to find out what has happened, secure the furs, and to ask our wintering partner Will'o Fraser what he thinks can be done to improve the situation."

What happened?

"Six months ago the Elthen Heldenu Danne and the Tanen Tulwe Danne started to fight with each other. We don't know why, but we do know that the Tanen Tulwe

Ambroshea Trades

Hamlet; Population 375; Gold Piece Limit 100; Ready Cash 1850 gp; Power Center Type conventional; Leader: Darston Isles, Chief Factor in the The Company of the Barrens "Great Northern Fur Trading Company" (Rog 11); Power Center Alignment LN; Constable Position held by Velka Snur (Ftr 5); Full-Time Guards 10 (ftr 2); Emergency Militia Available 20; Note that most NPCs are employees of the Company of the Barrens: Barbarian: 1 level-2; 2 level-1; Cleric: 1 level-4 (company doctor and partner); 2 level-2; 4 level-1; Monk: 1 level-1; Rogue: 1 level-2; 2 level-1; Adept: 15 level-1; Expert: (company partners – fur traders) 1 level-9; 2 level-4; 4 level-2; Noble (company clerks): 15 level-1; Commoner (Company Laborers and Tradesmen): 1 level-3; 316 level-1; Notable Businesses: The Company of the Barrens owns and operates the following businesses in town: The Dry Goods Stores, The Fur Stores, The Company Store, The Tin Smithy, The Black Smithy, The Cooperage, The Fur Trade Shop, The Council House, The Great Hall, The Guides House, The Labor Barracks; There are few independent businesses but those looking for a place to stay can do so at MacGillvery's Landing (Inn and Tavern).



have been afflicted with some sort of sickness that has caused them not to trade at any of our fur trade posts this year. We have also heard their desperation has led them to blame us for the sickness and begin worshiping Anguta out of fear that Awonawilona has abandoned them.”

What is our reward?

“For finding out what has happened at Fort Assinaboine, I will pay 250 gp, for securing the furs at the fort I’m willing to add 1000 gp to that total. For finding a way to put an end to the violence between the Danne I will give you a further 1000 gp.” Darston is desperate, and will negotiate up to a 50% bonus to all of these rewards; but only if the party puts an end to the violence.

What is the Rendezvous?

“The Company of the Barrens is spread throughout the Frost Barrens. The distances traveled are great; there are no roads, and the rivers in the Frost Barrens are frozen seven months of the year. After a winter of trading with the various barbarian tribes of the North the entire company travels south in the summer to the rendezvous here at Ambroshea Trades. The wintering partners bring canoes full of fur with them to the rendezvous in the spring, and when they return in the fall they bring trade goods for the winter’s business.”

Who are Elthen Heldenu Danne and the Tanen Tulwe Danne?

“The Danne are a large and prosperous people who live in small villages and migrate throughout the Frost bar-

rens. They are very skilled hunters and trappers, as well as greatly talented in surviving the inhospitable and dangerous north. The Elthen Heldenu Danne, or people of the Wolf, and the Tanen Tulwe Danne, or people of the Raven, are tribal groups within the larger Danne nation.

Who are Anguta and Awonawilona?

Summarize from the Pantheon of the North side bar.

Where Is Fort Assinaboine?

“I will give you a map, but simply put, you follow the Ambroshea Trades tributary to the Heart of the Danne River, and then continue north along the Isles tributary until you reach Fort Assinaboine.

Is there any special equipment we will need?

“Yes. Velka Snur will see you are outfitted properly.” (see below)

Notes on Special Equipment for Traveling in the North

If you decide to play out the traveling in the north, there is some equipment that will definitely be needed. The following items, their costs, and their effects are noted here. These rules could be further supplemented by other products should the GM see fit.

Cold weather outfit (5 gp, 7 lbs.): Cold weather outfit gives the character a +5 circumstance bonus to Fortitude Saves versus severe cold effects.

Fur Clothing (15 gp, 10 lbs.): Fur clothing gives an additional +5 circumstance bonus to Fortitude Saves versus severe cold effects. It is difficult to move about in, however, and wearing the heavy furs confers a -2 penalty to Dexterity.

Snowshoes (10 gp, 3 lbs.): Snow shoes aid the wearer in walking above the snow, reducing the overland movement penalty, and allow the wearer to treat regular snow and heavy snow the same (no further penalty for heavy snow).

Ice Climbing Kit (20 gp, 7 lbs.): The kit contains crampons, ice axes, rope and other essentials for climbing ice – it confers a +4 bonus to Climb checks if used to climb ice.

Winterized Tent (75 gp, 20 lbs.): The winterized tent is insulated and sleeps four. Entering the tent is sufficient shelter for a character to be considered “removed” from exposure to cold. This is important because severe cold effects end and non-lethal damage begins being restored the moment characters remove themselves from exposure to cold.

Encounter Area B – Fort Assinaboine

Areas of the Map

Area B-1 – The Bloody Fields (EL 5): Read or paraphrase the following when the adventures arrive at Fort Assinaboine at Longwinter:

The scene before you assaults your senses with blood on snow, the ringing sounds of battle and the sharp smells of the death. Fort Assinaboine is a burning ruin, her walls torn down, her out buildings burned. Her defenders, a handful of traders and their barbarian allies, are penned up in the lone remaining building in the trading post. Surrounding the building, barbarians of a different tribe are focused on their deadly task – finishing off the remaining defenders.

Fort Assinaboine is presently under attack by the Tanen Tulwe Danne working together at area B-1, B-2, and B-3. Besieged inside the fort (area B-4) are Will'o Fraser, the Company of the Barrens wintering partner, a handful of survivors from his crew, and a handful of Elthen Heldenu Danne tribesmen. Those inside the fort are affected by the condition exhausted, for they have been in a perpetual state of siege for several weeks, and are almost helpless to defend themselves. The Tanen Tulwe Danne outside the building have been trying to finish off the fort's defenders. They are in the early stages of the curse caused by the Ashes of Ocasta and are affected by the condition, sickened.

Tactics: Un'Gata and his tribesmen are focused on the task at hand, and are constantly harassing those in the fort with thrown rocks, arrows, and fire, and it should not be too difficult to ambush one of the three groups of warriors. Once attacked, Un'Gata will try and rally all of his warriors together and use movement and archery to defeat the party. The Tanen Tulwe Danne will fight to the death; neither asking for nor granting quarter.

Note: The defenders in the fort are unable to help and will remain there until rescued. The attacking Tanen Tulwe Danne are sickened and take a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Un'Gata, Male Human Rgr3: CR 3; Medium humanoid; HD 3d8+3; hp 20; Init +7; Spd 20 ft.; AC 16, touch 13, flatfooted 13; Base Atk +3; Grp +7; Atk masterwork longspear +9 melee (1d8+6/x3) or masterwork composite longbow [+4 Str] +7 ranged (1d8+4/x3); Full Atk masterwork longspear +9 melee (1d8+6/x3) or masterwork composite longbow [+4 Str] +5/+5 ranged (1d8+4/x3); Space/

Reach 5 ft./5 ft. (10 ft. with longspear); SA Favored enemy humans +2; SQ Wild empathy +4; AL CN; SV Fort +4, Ref +6, Will +4; Str 18, Dex 16, Con 12, Int 12, Wis 17, Cha 8.

Skills and Feats: Climb +8* (+10 with ropes), Escape Artist +1* (+3 with ropes), Handle Animal +5, Hide +7*, Listen +9, Move Silently +7*, Ride +5, Search +7, Spot +9, Survival +9 (+11 following tracks), Use Rope +9; Combat Reflexes, Endurance, Improved Initiative, Rapid Shot, Track, Weapon Focus (longspear). *Includes a -2 armor check penalty.

Possessions: Gauntlets of ogre power, masterwork composite longbow [+4 Str bonus], masterwork longspear, masterwork hide armor, 20 silver arrows, 50 gp worth of furs.

Tanen Tulwe Danne Warrior, Male Human Rgr1 (4): CR 1; Medium humanoid; HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 15, touch 12, flatfooted 13; Base Atk +1; Grp +3; Atk longspear +4 melee (1d8+3/x3) or masterwork longbow +4 ranged (1d8/x3); Full Atk longspear +4 melee (1d8+3/x3) or masterwork longbow +4 ranged (1d8/x3); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA Favored enemy humans +2; SQ Wild empathy +0; AL N; SV Fort +4, Ref +4, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Climb +5*, Handle Animal +3, Listen +8, Move Silently +5*, Search +4, Spot +8, Survival +6; Alertness, Track, Weapon Focus (longspear). *Includes a -1 armor check penalty.

Possessions: masterwork longbow with 20 arrows, long spear, studded leather armor, furs worth 25 gp.

Area B-2 – The Bloody Fields (EL 4): The actions of these warriors are detailed in area B-1.

Tanen Tulwe Danne Warrior, Male Human Rgr1 (4): CR 1; Medium humanoid; HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 15, touch 12, flatfooted 13; Base Atk +1; Grp +3; Atk longspear +4 melee (1d8+3/x3) or masterwork longbow +4 ranged (1d8/x3); Full Atk longspear +4 melee (1d8+3/x3) or masterwork longbow +4 ranged (1d8/x3); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA Favored enemy humans +2; SQ Wild empathy +0; AL N; SV Fort +4, Ref +4, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Climb +5*, Handle Animal +3, Listen +8, Move Silently +5*, Search +4, Spot +8, Survival +6; Alertness, Track, Weapon Focus (longspear). *Includes a -1 armor check penalty.

Possessions: masterwork longbow with 20 arrows, long spear, studded leather armor, furs worth 25 gp.

Area B-3 – The Bloody Fields (EL 4): The actions of these warriors are detailed in area B-1.

Tanen Tulwe Danne Warrior, Male Human Rgr1 (4): CR 1; Medium humanoid; HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 15, touch 12, flatfooted 13; Base Atk +1; Grp +3; Atk longspear +4 melee (1d8+3/x3) or masterwork longbow +4 ranged (1d8/x3); Full Atk longspear +4 melee (1d8+3/x3) or masterwork longbow +4 ranged (1d8/x3); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA Favored enemy humans +2; SQ Wild empathy +0; AL N; SV Fort +4, Ref +4, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Climb +5*, Handle Animal +3, Listen +8, Move Silently +5*, Search +4, Spot +8, Survival +6; Alertness, Track, Weapon Focus (longspear). *Includes a –1 armor check penalty.

Possessions: masterwork longbow with 20 arrows, long spear, studded leather armor, furs worth 25 gp.

Area B-4 – The Besieged (EL 1): If the adventurers lift the siege of Fort Assinaboine, they will be greeted as heroes by the exhausted defenders. Will'o Fraser (Rog 4) will introduce himself and tell them that he and his crew have been besieged in the fort for weeks.

Development: A grateful Will'o Fraser will provide a plethora of information, beginning by describing the warfare between the Tanen Tulwe and Elthen Heldenu that has raged in the north this winter. From the Elthen Heldenu present they also learn that the Tanen Tulwe have stolen a valuable magic totem – the *Nasota-bettagh*, fertility idol of the Etthen Heldenu, and brought it to the village of Candata de Hhaiyye (Longwinter). The Elthen Heldenu refuse to stop their conflict with the Tanen Tulwe until their idol is returned, and reveal that the Tanen Tulwe leader Snowleopard had taken the idol into the adjoining Candata de Hhaiyye or Village of Longwinter. The village of Longwinter is in terrible shape and is believed to have been inhabited by the insane spirit of Anguta, the gatherer of the dead, the winter spirit, and the cold. The Elthen Heldenu will not go into the village and insist that the party go there and recover their idol in order to end the conflict. Will'o Fraser will agree that the fertility idol must be returned, and he will also tell the party about the terrible wasting sickness that has been

affecting the Tanen Tulwe. He will also encourage them to go into Longwinter in order to recover the idol, but more importantly find out what is causing the sickness. Fraser has a feeling that the river is the source and has forbidden his men or their allies from drinking from the river since the insanity started. Fraser has made the decision to abandon the fort and its fur stores and strike out with his Elthen Heldenu allies for Ambroshea Trades.

Tanen Tulwe Danne Warrior, Male Human Rgr1 (4): CR 1; Medium humanoid; HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 15, touch 12, flatfooted 13; Base Atk +1; Grp +3; Atk longspear +4 melee (1d8+3/x3) or masterwork longbow +4 ranged (1d8/x3); Full Atk longspear +4 melee (1d8+3/x3) or masterwork longbow +4 ranged (1d8/x3); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA Favored enemy humans +2; SQ Wild empathy +0; AL N; SV Fort +4, Ref +4, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Climb +5*, Handle Animal +3, Listen +8, Move Silently +5*, Search +4, Spot +8, Survival +6; Alertness, Track, Weapon Focus (longspear). *Includes a –1 armor check penalty.

Possessions: masterwork longbow with 20 arrows, long spear, studded leather armor, furs worth 25 gp.

Area B-5 – The Rotten Bridge (EL 2): The bridge over the river appears to have succumbed to its age; there are several boards which have given way to rot. The footprints of the Danne warriors from the village appear to avoid the bridge, instead walking over the ice.

The center of the bridge is rotten from brown mold. The Tanen Tulwe indeed avoid going over the bridge. If the party follows the footsteps on the ice they will cross without problem. If they insist on taking the bridge they will trigger the trap below.

Brown Mold: Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of non-lethal cold damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage, such as from a cone of cold, instantly destroys it.

Encounter Area C – Village of Longwinter

Read or paraphrase the following when the adventurers decide to go into Longwinter:

At first glance, Candata de Hhaiyye appears to be ring upon ring of small mounds nestled amidst the trees and fields along the Hendata De Danne River. Towards the center of the village, four tall, intricately carved and finely painted poles can be seen towering over the pit houses. Snow covers most of the mounds; fire-blackened wood is visible on some of them. The smell of wood smoke hangs in the eerily silent air.

The village, once home to the Tanen Tulwe Danne, is almost completely abandoned and appears to be devoid of life. The village of Longwinter has been home to a curse, and the desperation and madness that were caused by that curse. The investigation of the village should lead the characters to discover what happened in the village, what caused what happened in the village, and where to go to put an end to the curse.

Hidden throughout the village is a wild pack of dogs. When the characters first enter the village, the dogs will form a pack and attack them.

Tactics: The pack will spread out and surround the party, moving between houses and buildings in an attempt to draw individual characters away from the rest of the party. When a character is separated from the rest of the party, the pack will use its speed to close on that character and bring them down.

Wild Wolf Dog Pack Leader: CR 3; Large animal; HD 4d8+16; hp 34; Init +7; Spd 50 ft.; AC 14, touch 10, flat-footed 13; Base Atk +3; Grp +12; Atk bite +8 melee (2d6+7); Full Atk bite +8 melee (2d6+7); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +8, Ref +5, Will +2; Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +0, Listen +2, Move Silently +2, Spot +2, Survival +2*; Improved Natural Attack (bite), Track, Weapon Focus (bite).

SA – Trip (Ex): If the pack leader hits with a bite attack, it can attempt to trip the opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the pack leader.

Wild Wolf Dog (6): CR 1; Medium animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk bite +3 melee (1d6+1); Full Atk bite +3 melee (1d6+1); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track, Weapon Focus (bite).
*Wolves have a +4 racial bonus on Survival checks

when tracking by scent.

SA – Trip (Ex): A wild wolf dog that hits with a bite attack 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 the wild wolf dog.

Development: Each round of combat will grant Snowleopard a Listen Check DC 20 to hear the fighting. If Snowleopard is aware that her village has hostile visitors she will begin to prepare herself for combat.

Areas of the Map

Area C-1 – Intact Pit Houses (EL 0 or 1): Read or paraphrase the following:

The entrance to a pit house is framed logs and always facing to the east. The basic construction of the house is formed around four thick logs dug vertically into the ground around a shallow pit. Heavy crossbeams support the rafters atop which the roof and walls are constructed out of branches, sod and packed clay. The interior of the house features a central fire pit, surrounded by flooring made from layers of fresh pine branches, tanned hides, and rough furs. Tucked in along the edges of the house and hanging from hooks on the walls are bundles of clothes, kettles, pots, and various utensils. The house is empty.

The pit houses appear to be empty. The floor of the pit house is constructed by first digging a shallow hole, then piling layers of fresh pine boughs on top of bison rugs. Buried in the ground beneath all of that in every single intact pit house is a ghoul. The ghouls are loath to leave their hiding spots when Snowleopard is in residence in the great pit house. If Snowleopard is defeated or slain they will freely rise up and begin moving about the village, see the “development” section of areas C-8 for details. A Search Check (DC 30) is required to find the ghouls buried beneath the pithouses. A *detect undead* spell or the paladin’s detect evil ability must be directed *into* the ground in order for the ghouls to be discovered.

Ghoul: CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk bite +2 melee (1d6+1 plus paralysis); Full Atk bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6,

Jump +5, Move Silently +6, Spot +7; Multiattack.

SA – *Ghoul Fever* (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

An afflicted humanoid that dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid that becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Area C-2 – Guttled Pit Houses: Read or paraphrase the following:

This pit house has been destroyed by fire. The heavy cross beams that once supported the rafters are now charred black and have become spikes of wood, pressing up through the snow-covered sod.

The gutted pit houses are empty.

Area C-3 – Skinning Rocks and Pemmican Smoking Pit House: Read or paraphrase the following:

There are several large flat rocks in front of the entrance to this large pit house. The rocks and the ground around them are covered in old, dried blood and small bits of bone and flesh. The pit house has a door made of thick leather. Gentle smoke rises from the chimney opening in the roof of the pit house.

The rocks in front of this building and the building itself are used for preparing pemmican. A Survival Check (DC 12) or a Knowledge Nature Check (DC 12) will reveal this information. Inside the pemmican smoking pit house there are racks with thin strips of raw meat being preserved by a slow burning fire.

Development: A closer examination of the skinning rocks and a successful Knowledge (nature) check (DC 15) will reveal that many of the bits of bone and flesh come from human beings. This is an ominous clue as to what happened to create the ghouls living beneath the pit houses.

Area C-4 – Food Cache Pit House (EL 5): Read or paraphrase the following:

This slightly larger pit house has a wooden door that is tightly sealed. Inside, the dug pit is deeper and colder than the other pit houses. Strewn about the floor are a couple of dozen empty

leather bags. The bags appear to have been chewed before they were discarded.

Two hungry allips lurk within, ready to attack whoever enters. A Survival Check (DC 12) reveals that this is the food cache pit house; each year it is filled to the roof with preserved food in order for the tribe to survive the winter. The dried pemmican, or bison meat, is placed in a leather bag that is then filled with animal fat and stored in a dry place.

It is obvious that there is no food stored here now. The ravenous hunger created by the curse of the Ashes of Ocasta caused the Danne to consume its entire winter stores in a desperate act to stave off starvation. A closer examination of the empty leather bags will reveal that the bags have been turned inside out, and that the fat has been sucked and chewed out of the bag.

Allip (2): CR 3; Medium undead (incorporeal); HD 4d12; hp 26; Init +5; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +2; Grp –; Atk incorporeal touch +3 melee (1d4 Wisdom drain); Full Atk incorporeal touch +3 melee (1d4 Wisdom drain); SA Babble, Madness, Wisdom drain; SQ Darkvision 60 ft., incorporeal traits, undead traits, +2 turn resistance; AL NE; SV Fort +1, Ref +4, Will +4; Str –, Dex 12, Con –, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes.

SA – *Babble* (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Area C-5 – Pottery Kiln Pit House: Read or paraphrase the following:

This pit house has a large stone kiln for making pottery. The kiln is cold and its fires have not burned for many days. Resting in the kiln are several pottery vessels, some of which are intact, and others cracked in the heating. A raised pattern is clearly visible on the intact pottery, the image of a hollow eyed-bison skull.

This is the pottery kiln pit house. In the last days of its operation, it was making urns in which the remains of the stricken dead in the village were to be placed. A Knowledge (religion) check (DC 18) will reveal the purpose of the urns and information about the raised pattern or image of a hollow-eyed bison skull. The bison skull represents Anguta (see sidebar: The Pantheon of the North).

Area C-6 – Fur Cache Pit House (EL 5): Read or paraphrase the following:

A sturdy looking wooden door secures the pit house. Hanging from the ceiling are hundreds of tightly packed dressed fur pelts. The room has a slight dusky smell.

The fur cache pit house is where the tribe's accumulated wealth is stored awaiting the arrival of traders in the summer. Anyone wishing to enter into the pit house will have to walk amongst the furs, essentially creating a situation where in every 5 foot square is considered to be full concealment. Hidden in the back corners are 2 ghosts.

Ghost (2): CR 3; Medium undead; HD 4d12+3; hp 29; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 14; Base Atk +2; Grp +5; Atk bite +5 melee (1d8+3 plus paralysis); Full Atk bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con –, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness.

SA – Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. An afflicted humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid that becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghost, not a ghoul.

Paralysis (Ex): Those hit by a ghost's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghost's stench for 24 hours. A delay poison or neutralize poison spell

removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Area C-7 – Totem Poles (EL 6): Read or paraphrase the following:

Toward the center of the village, there is a small clearing in the middle of which stand four tall hand-carved totem poles. Each of the totem poles has three animals on it. The animal at the base is carved to represent a great bear, the animal carved above it represents the cunning wolf, and the animal carved atop the pole is the tricksome raven.

Snowleopard carved the four totem poles; the raven atop each pole is actually an animated object.

Tactics: Animated objects fight only as directed by the animator. They follow orders without question and to the best of their abilities. Snowleopard has instructed the ravens to attack any people or humanoid creatures that enter the clearing who are not members of the Tanen Tulwe Danne.

Raven Totem Animated Object (4): CR 2; Medium construct; HD 2d10+20; hp 31; Init +0; Spd 30 ft., fly 40 ft. (average); AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk slam +2 melee (1d6+1); Full Atk slam +2 melee (1d6+1); SA –; SQ Construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con –, Int –, Wis 1, Cha 1.

Skills and Feats: –

SQ – Hardness (Ex): An animated object has the same hardness it had before it was animated. In this case the raven totems are made of wood and have a hardness of 5.

Note: The raven totem animated objects have the ability to fly 20 ft. (average) instead of the Improved Speed (Ex) Special Quality.

Area C-8 – Great Pit House (EL 5 and 6): Read or paraphrase the following:

The largest building in the village is just south of the carved totem poles. The building is constructed in much the same manner as all of the pit houses, only it is about four times the size. A large fire pit containing a small fire dominates the center of the house. Visible on the far side of the great house, in the dim glow of the fire, is a large pile of shavings beneath a partially carved totem pole.

This is the great pit house of the Tanen Tulwe Danne. Snowleopard, powerful shaman of the Tanen Tulwe Danne, is present here. She is quite



insane and hard at work carving a story pole.

Tactics: Snowleopard's tactics depend on whether or not she is aware of the adventurers' arrival or not. If she is aware, then she will cast *magic fang* and put her wolverine Chagun'te at the door to the great pit house in order to impede entrance into the building and then cast *barkskin*, and *bear's endurance* on herself. She will then cast *call lightning* and target characters that she can see in the doorway. If Chagun'te is defeated, she will cast *spike growth* and *entangle* on the floor of the great house and continue to attack with *call lightning* and *produce flame*. If caught unaware, she will cast *spike growth* and *entangle* on the floor in order to buy time to cast her protective and enhancing spells on herself and Chagun'te. In either event, once the adventurers close for combat, Snowleopard will make judicious use of her *summon nature's ally* scrolls.

Developments: Buried in the ground beneath every single intact pit house is a ghoul. The ghouls are loathe to leave their hiding spots when Snowleopard is in residence in the great pit house for they fear Snowleopard's magic *undead bane spear*. If Snowleopard is defeated or slain they will freely rise up and begin moving about the village, swarming after the party once they leave the great pit house.

The second development, learned by examining the carved story pole (see The Story Pole Carving below), is that the cause of the sickness in the

Tanen Tulwe is the water drawn from the river. The story pole and the character handout map showing the location of glaciers as the source of water for the river should be enough to draw the party up the Heart of the Danne River to the glacier layer of Yngvildr. If they're struggling to know what to do next, jump ahead to Area D and give them a hint with the section titled A Vision in the Ice and Snow.

Snowleopard, Female Human Drd5: CR 5; Medium humanoid; HD 5d8+15; hp 41; Init +2; Spd 20 ft.; AC 17, touch 12, flatfooted 15; Base Atk +3, Grp +5; Atk +1 undead bane longspear +6 melee (1d8+4 plus 2d6 against undead/x3) or masterwork sling +6 ranged (1d4+2); Full Atk +1 undead bane longspear +6 melee (1d8+4 plus 2d6 against undead/x3) or masterwork sling +6 ranged (1d4+2); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA—; SQ Animal companion (wolverine), nature sense, resist nature's lure, trackless step, wild empathy +9, wild shape 1/day (Small or Medium animal only), woodland stride; AL CE; SV Fort +7, Ref +3, Will +8; Str 14, Dex 14, Con 16, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +11, Handle Animal +10, Listen +8, Ride +4, Spellcraft +8, Spot +8, Survival +12; Combat Casting, Scribe Scroll, Track.

Druid Spells Prepared (5/4/3/2 save DC = 14 + spell level): 0 — *detect magic*, *detect poison*, *flare*, *light*, *read magic*; 1st — *entangle*, *magic fang*, *produce flame*, *obscuring mist*; 2nd — *barkskin*, *bear's endurance*, *flame blade*; 3rd — *call lightning*, *spike growth*.

Possessions: +1 undead bane longspear, boots of the winterlands, scrolls: summon nature's ally III, summon nature's ally II, summon nature's ally I, masterwork sling, masterwork hide armor, silver dagger, darkwood shield, 30 silver sling bullets.

Chagun'te, Male Wolverine Animal Companion: CR —; Medium animal; HD 3d8+15; hp 28; Init +2; Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 14, touch 12, flatfooted 12; Base Atk +2, Grp +4; Atk claw +4 melee (1d4+2); Full Atk 2 claws +4 melee (1d4+2) and bite -1 melee (1d6+1); SA Rage; SQ Link, low-light vision, scent, share spells; AL N; SV Fort +7, Ref +5, Will +2; Str 14, Dex 15, Con 19, Int 1, Wis 12, Cha 10.

Skills and Feats: Climb +10, Listen +6, Spot +6; Alertness, Toughness, Track.

SA — Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. An enraged wolverine gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Ghoul (8): CR 1; Medium Undead; HD 2d12 (Undead); hp 13; Init +2; Spd 30; AC 14 touch 12, flatfooted 12; Base Atk +1; Grp +2; Atk bite +2 (1d6 +1

plus paralysis); Full Atk bite +2 (1d6 +1 plus paralysis) and 2 claws +0 (1d3 plus paralysis); SA: Paralysis, Ghoul Fever; SQ: Darkvision: 60 ft., +2 turn resistance, undead traits; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multi-attack.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

The Story Pole Carving: Read or paraphrase the following if the party takes a closer look at the carved story pole:

The images on the story pole, viewed from left to right, tell the tale of the tragedy of the Tanen Tulwe Danne. The first image shows women drawing water from the river. The second image shows the elders and young of the village falling ill from wasting sickness. The third image shows warriors sneaking into a village and taking a carved idol. The fourth image shows Danne warriors, ravens and wolves fighting each other in a snowy field. The fifth image shows a woman traveling up the river and giving the idol to a strange looking humanoid creature at the edge of a pool of water in front of a glacier. The sixth image shows the men and women now also afflicted by wasting sickness burning elders and the young on funeral pyres and placing the ashes in urns. The seventh and final image is one of pure madness; for it shows images of cannibalism in the village.

The story pole is a very accurate telling of the tragedy that has struck the Tanen Tulwe Danne. In the first image, Snowleopard's belief that the Heart of the Danne river is the cause of her people's sickness – more specifically that the evil skarphe'inn that live in the glacial headwaters of the river have done something to curse them. Snowleopard travelled to the glacier lair of Yngvildr and asked how she could save her people. Yngvildr told Snowleopard two lies. The first lie was that the curse was a disease and that trading with the great Northern fur trading company caused it. The second lie was that in order to end the disease, Yngvildr needed the fertility idol of the Elthen Heldenu Danne. Snowleopard asked the Elthen Heldenu to stop trading fur and to give her their precious fertility idol. When they refused, Snowleopard sent her warriors to take the idol and then she herself delivered it to Yngvildr. Nothing Snowleopard did improved the situation, and as things got more desperate the villagers resorted to cannibalism in order to satiate their desperate hunger. Snowleopard was driven mad.

Encounter Area D – The Glacier Lair of Yngvildr

Unless otherwise noted, the glacier lair of Yngvildr dungeon has the following features:

Natural Ice Floors: The floor of ice cave is as uneven as the walls. Caves rarely have flat surfaces of any great size. Rather, their floors have many levels. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring Climb checks to get from one surface to the other. It takes 2 squares of movement to enter a square with an ice floor, and the DC of Balance and Tumble checks increases by 5. Running and charging are impossible.

Unworked Ice Walls: These surfaces are uneven and rarely flat. They are smooth to the touch but filled with tiny holes, hidden alcoves, and ledges at various heights. They're also usually wet or at least damp. When such a wall has an "other side," the wall is usually at least 5 feet thick. It takes a DC 15 Climb check to move along an unworked ice wall.

Unworked Ice Walls: 5 ft. thick; hardness 5; 500 hp; Break DC 35; Climb DC 15.

Gradual Ice Stairs: Ice stairs that rise less than 5 feet for every 5 feet of horizontal distance they cover cost 2 squares of movement to enter and the DCs of Balance and Tumble checks are increased by 5. Characters who attack a foe below them gain a +1 bonus on attack rolls from being on higher ground.

Ice Chutes: Ice chutes are changes in elevation not made by stairs. It takes 2 squares of movement to enter, and the DCs of Balance and Tumble checks are increased by 5. Furthermore a Balance check DC 10 (+5 for a total of DC 15) is required for each round a character is moving or standing in an area designated as an ice chute. Failure by 5 results in the character slipping and sliding to the bottom of the chute.

Doors: There are no doors.

Light: There are ambient light sources in the ice caves; creatures with low light vision do not require a light source in order to see.

Note on skarphe'inn Tactics: Skarphe'inn are notoriously vicious and cruel, and prefer to fight only when they have a positional tactical advantage or greater numbers. They will fight to the death to defend Yngvildr and their ice cavern home. Skarphe'inn prefer to fight from ice water cover, ranged attacks first, duck beneath the water for cover and engage in melee as a last resort in their natural element.

Note on skjöldúlfr Tactics: The skjöldúlfr will use their slings and ability to fly in an attempt to stay out of hand-to-hand combat. If forced into melee, they will attempt to flank a character in order to use their sneak attack. Remember it takes 2 squares of movement to enter a square with an ice floor, and the DCs of Balance and Tumble checks increases by 5. Running and charging are impossible. Skjöldúlfr are also aware of this and will move to avoid melee.

Areas of the Map

A Vision in the Ice and Snow (EL 3): Read or paraphrase the following vision to the characters after they have left the village of Longwinter:

Walking across the ice and snow, your eyes begin to see lights and colors shining in the crusts of snow. Squinting on the horizon, you see what appears to be a lone figure gracefully walking over snow drifts towards you. Blinking to clear your eyes, you are suddenly in the midst of what must be a vision.

You see a man rolling mud and sticks together and forming them into the shapes of women. He then blows on the twelve statues and they come to life as witches. The man gestures, and the twelve witches scatter and run from him in all directions.

Next you see the same man running and being driven to the ground by a large group of girls and women. The women hold him to the ground and drive a stake through him. Men come and take the stake from his heart and put him on the funeral pyre that they then ignite. The man on the pyre comes to life and begins singing and dancing and hunting and fighting and the men who are watching the fire copy him. Eventually the man collapses on the pyre and is consumed by flames. The women and girls come and they place the ashes from the funeral pyre into twelve vessels made of clay.

Next you see one of the women carrying the clay vessel filled with ashes and giving it to one of the witches and then scolding the witch and clearly giving a warning. Then you see the witch carving runes into stone upon which she places the vessel; she is pure malevolence and rage and she twists and contorts about the vessel. Finally you are rushing towards a pile of stones, stacked in the shape of a person, called an inukshuk. The inukshuk is on the edge of the lake flowing out of the base of a glacier. You feel an intense penetrating cold and deep and lingering hunger pains.

The characters have just received a vision from Torngasak, known as Good Spirit, award them experience as though they had defeated an EL 3 encounter. A Religion Check (DC 18) will reveal that the vision has come from Torngasak and that the Good Spirit is a manifestation of everything in nature that is good and known to be helpful to man. The Good Spirit appears as a vision to man when times are troubled and shows the way to end suffering. The symbol of Torngasak is a pile of stones in the shape of a man called an inukshuk. The piles of stones are found throughout the north and used as markers to keep the Danne on the right path when they migrate. The vision tells the history found in the Background Story section at the beginning of the module.

Area D-1 – The Inukshuk (EL 3): Read or paraphrase the following:

You have followed the frozen Heart of the Danne River north and east for miles towards the Saint's Blood Mountains. The headwaters of the river appear to be a very large glacier; small rivulets of water run in three separate channels towards the riverbed. The central channel has a small lake at the base of the glacier. Standing on the edge of the lake with its feet in the water is a small pile of rocks formed in the shape of a man: an inukshuk. To the east of the ice pond there is what appears to be a cave mouth formed in the ice.

When the party arrives at the glacier they will not know how to enter Yngvildr's lair. Torngasak has given them two clues. The first one was the feeling of deep penetrating cold during their vision: a reference to the frozen lake water. The second clue that is more obvious, is the inukshuk standing at the edge of the pond. If the characters realize that they have to swim under the glacier to enter the lair, give them an EL 3 reward. If they are at a loss to figure out what to do, have the 2 skjöldúlfr in Area D-3 swim out of the water and attack them.

In order to move from area D-1 (outside the glacier) to area D-2 (inside the glacier), the party is going to have to do some swimming in the extremely cold water. A Knowledge (nature) check (DC 12) will inform the party that swimming in ice water is dangerous and best done without wearing metal armor. Unless the party uses magic to avoid the effects, extreme cold water deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.

Development: The owlbear in area D-2 should be given a Listen Check DC 18 each round, to hear the party in area D-1 if they are not quiet. If the owlbear hears noise he will come angrily to investigate.

Area D-2 – The Owlbear Lair (EL 4): Read or paraphrase the following:

The cave entrance into the ice is strangely dark; a strong pungent reek assails your nostrils as you near the entrance. The snowy ground at the base of the glacier cave entrance is pressed flat by some very large footprints.

There is an owlbear living in the ice cave. Yngvildr likes to think of it as an unwilling guardian. A Knowledge Arcana Check (DC 18) will reveal that the large footprints in the cave mouth belong to an owlbear.

Tactics: Owlbears attack prey - any creature bigger than a mouse - on sight, always fighting to the death. They slash with claws and beak, trying to grab their prey and rip it apart.

Owbear: CR 4; Large magical beast; HD 5d10+25; hp 52; Init +1; Spd 30 ft.; AC 15, touch 10, flatfooted 14; Base Atk +5, Grp +14; Atk claw +9 melee (1d6+5); Full Atk 2 claws +9 melee (1d6+5) and bite +4 melee (1d8+2); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8; Alertness, Track.

SA – Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Area D-3 – The Entrance (EL 3): Read or paraphrase the following:

Swimming beneath the ice for just a few feet brings you to a dimly lit, open air chamber inside the glacier. There are two small creatures, not more than three feet tall, startled to be in the room with you. They sit without any clothing on mounds of ice beside the pond.

This is the entrance to Ingvildr's lair; the two skjöldúlfr here will attack immediately to defend it.

Tactics: The skjöldúlfr will use their slings and attempt to stay out of hand-to-hand combat. If forced into melee, they'll attempt to flank a character in order to use their sneak attack. Remember it takes 2 squares of movement to enter a square with an ice floor, and the DC of Balance and Tumble checks increases by 5. Running and charging are impossible.

Skjöldúlfr (2): CR 2; Small fey (aquatic, cold); HD 1d6+2; hp 5; Init +7; Spd 30 ft., fly 60 ft. (good), swim 60 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -5; Atk spear +0 melee (1d6-1/x3) or bite +0 melee (1d4-1 plus 2d4 cold) or sling +5 ranged (1d3-1); Full Atk spear +0 melee (1d6-1/x3) and bite -5 melee (1d4-1 plus 2d4 cold) or sling +5 ranged (1d3-1); SA Frost bite, *hold person* stones, sneak attack +1d6; SQ Amphibious, damage reduction 5/silver, fire vulnerability, ice scamper, low-light vision; AL CE; SV Fort +2, Ref +5, Will +3; Str 8, Dex 16, Con 14, Int 16, Wis 13, Cha 13.

Skills and Feats: Bluff +5, Concentration +6, Escape Artist +7, Hide +11, Listen +5, Move Silently +7, Search +7, Sense Motive +5, Sleight of Hand +7, Spot +5; Alertness, Improved InitiativeB.

SA — Frost Bite (Su): The bite attack of a skjöldúlfr deals an additional 2d4 points of frost damage.

Hold person stones (Su): All Skjöldúlfr carry 1d4 enchanted sling stones that can temporarily paralyze an opponent. A living creature struck by such a stone most succeed on a DC 15 Will save or suffer the effects of a *hold person* spell cast by a 5th level caster.

SQ – Ice Scamper (Ex): Skjöldúlfr treat all ice surfaces as though they were finished stone floors for the purpose of movement.

Area D-4 – The Ice Chute to the Egg Cavern (EL 1 to 3): Read or paraphrase the following:

Branching off the main tunnel is a small side tunnel big enough for a man to crawl into. The side tunnel appears to wind downward into the ice. A slight trickling sound can be heard.

This side tunnel is actually an ice chute that leads to a completely water filled room in area D-4, which is used by the skarphe'inn for laying eggs. The tunnel is big enough for creatures of Medium size or smaller to crawl down. It takes 2 squares of movement to enter and the DCs of Balance and Tumble checks are increased by 5. Furthermore, a DC 10 Balance check (+5 for a total DC 15) is required for each round a character is moving or standing in an area designated as an ice chute. Failure by 5 results in the character slipping and sliding to the bottom of the chute.

At the bottom of the chute is a completely dark ice cave filled with ice and very large fish-like eggs. See Area D-1 for the effects of very cold water. The eggs are very fragile and thrashing around in the water destroys many of them. Hidden in the bottom of the egg cave are 200 fresh water pearls, a by-product of breeding; they are very difficult to notice – requiring a Spot check (DC 26) or a Search check (DC 18).

If the characters have the good sense not to climb

down the ice chute, reward them with an EL 1 encounter bonus. If they go down and everyone survives but they do not find the pearls reward them with an EL 2 encounter bonus. If they navigate the chute, everyone survives and they find the pearls reward them with an EL 3 encounter bonus.

Treasure: 200 pearls worth 10 gp each.

Area D-5 – The Interchange (EL 3): Read or paraphrase the following:

The ice tunnel opens into a very large cavern. Sheer cliffs fall away from the three tunnels leading from this chamber. At the bottom of the ice walls is a small lake of icy water. There are no obvious paths from one cave mouth to another in this chamber.

The central room provides a couple challenges to the party. First, there is no easy way to get from one tunnel to another tunnel other than using magic or climbing across the ice face. Remember that it takes a DC 15 Climb check to move along an unworked ice wall and missing a climb check by 5 results in a fall into the water.

The second challenge in the room is somewhat random in its occurrence. Each time the characters move to this room there is a 20% (1-2 on 1d10) chance that they encounter 2 wandering skjöldúlfr. This encounter will only occur once.

Tactics: If the skjöldúlfr can enter the room without being detected they will wait until party members have begun climbing or traversing across the room before they attack in the hopes that it will be easier to divide and conquer the party. The skjöldúlfr will use their ability to fly to their full advantage, attacking with their special sling stones, first against those climbing. At the combat goes against them they will attempt to go to area D-6 for reinforcements.

Skjöldúlfr (2): CR 2; Small fey (aquatic, cold); HD 1d6+2; hp 5; Init +7; Spd 30 ft., fly 60 ft. (good), swim 60 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -5; Atk spear +0 melee (1d6-1/x3) or bite +0 melee (1d4-1 plus 2d4 cold) or sling +5 ranged (1d3-1); Full Atk spear +0 melee (1d6-1/x3) and bite -5 melee (1d4-1 plus 2d4 cold) or sling +5 ranged (1d3-1); SA Frost bite, *hold person* stones, sneak attack +1d6; SQ Amphibious, damage reduction 5/silver, fire vulnerability, ice scamper, low-light vision; AL CE; SV Fort +2, Ref +5, Will +3; Str 8, Dex 16, Con 14, Int 16, Wis 13, Cha 13.

Skills and Feats: Bluff +5, Concentration +6, Escape Artist +7, Hide +11, Listen +5, Move Silently +7, Search +7, Sense Motive +5, Sleight of Hand +7, Spot +5; Alertness, Improved InitiativeB.

SA — *Frost Bite* (Su): The bite attack of a skjöldúlfr deals an additional 2d4 points of frost damage.

Hold person stones (Su): All Skjöldúlfr carry 1d4 enchanted sling stones that can temporarily paralyze an opponent. A living creature struck by such a stone most succeed on a DC 15 Will save or suffer the effects of a *hold person* spell cast by a 5th level caster.

SQ – *Ice Scamper* (Ex): Skjöldúlfr treat all ice surfaces as though they were finished stone floors for the purpose of movement.

Area D-6 – The Skarphe'inn Lair (EL 8): Read or paraphrase the following:

An extremely large ice cavern opens before you; the walls glisten as ambient light makes its way through the ice. The floor of the cavern rises to the northwest, and cold water running on the floor of the lair and from the exit to the south makes its way east. There are several shallow depressions filled with ice water throughout the room.

This cavern is home to the skarphe'inn who make the shallow depressions in the floor in which to sleep. Two 10-foot tall ice walls further divide the cavern as you move from east to northwest. The skarphe'inn are currently in the middle layer of the room.

Tactics: Upon becoming aware of the adventure's presence, the skarphe'inn will attempt to defend the first 10-foot ice wall. They will hamper the party's approach the wall using their black ice ability while at the same time pelting them with javelins. If a character moves to the top of the wall, multiple skarphe'inn will move to sap heat before attacking with tridents. If it appears as though the first wall is lost, the defenders will retreat to the second wall to make their last stand.

Development: Rhraghttt, the skarphe'inn barbarian in area D-7 should be given a Listen check (DC 14) to hear any combat each round. If Rhraghttt hears the combat, he will arrive battle ready in two rounds.

Skarphe'inn (8): CR 2; Medium monstrous humanoid (aquatic, cold); HD 2d8+7; hp 16; Init +1; Spd 30 ft., swim 60 ft.; AC 16, touch 11, flat-footed 15; BAB +2; Grp +3; Atk trident +4 melee (1d8+3) or talon +4 melee (1d4+2) or javelin +3 ranged (1d6+2); Full Atk Trident +4 melee (1d8+3) and bite -1 melee (1d4+1); or 2 talons +4 melee (1d4+2) and bite -1 melee (1d4+1); or javelin +3 ranged (1d6+2); SA Black ice, sap heat; SQ Amphibious, heatsense 30 ft., ice scamper, immunity to cold, vulnerability to fire; AL LE; SV Fort +4, Ref +4, Will +4; Str 14, Dex 13, Con 14, Int 14, Wis 13, Cha 9.

Skills and Feats: Climb +4*, Hide +6*, Listen

+6*, Spot +6*, Survival +4, Swim +10; Great Fortitude, Toughness. *Underwater or in ice caves, a skarphe'inn has a +4 racial bonus on Climb, Hide, Listen, and Spot checks.

SA — Black Ice (Su): Once per day a skarphe'inn can turn regular ice within 30 ft. into a 10ft. radius patch of black ice. The effects of black ice are the same as the spell grease.

Sap Heat (Su): Once per day, as a standard action, a skarphe'inn can draw the heat out of a single warm-blooded creature with a successful melee touch attack. The target must make a DC 13 Fortitude saving throw or suffer a -2 penalty to Dexterity and -2 penalty to Strength. The effects are cumulative and last 10 minutes. The save DC is Constitution-based.

SQ — Heatsense (Ex): A Skarphe'inn is sensitive to heat and can locate warm-blooded creatures underwater or in cold environments within a 30-foot radius. This ability works only when the Skarphe'inn is underwater or in a cold environment.

Ice Scamper (Ex): Skarphe'inn treat all ice surfaces as though they were finished stone floors for the purpose of movement.

Area D-7 – The Idol's Chamber (EL 5): Read or paraphrase the following:

The hallway to this room rises sharply and it is better lit than most of the others you've seen. A thin shaft of light pierces the ceiling and lights a statue on a pedestal in the middle of a pool of icy water. The statue is of an enormously pregnant, naked human woman and it is made of extremely smooth looking wood.

Yngvildr stored the Elthen Heldenu Danne fertility idol here in this room. Rhraghttt, a particularly amorous male skarphe'inn, presently holding the tribe's breeding rights, defends it fiercely.

Tactics: Rhraghttt will delay activating his rage just long enough to disrupt the parties approach with black ice.

Treasure: *Nasota-bettegh:* The Fertility Idol of The Elthen Heldenu Danne (once per day per person, rubbing the idol for one minute grants a +4 bonus to Charisma for one hour).

Rhraghttt, Skarphe'inn Bbn3: CR 5; Medium monstrous humanoid (aquatic, cold); HD 2d8+11 plus 3d12+12; hp 62; Init +2; Spd 40 ft., swim 60 ft.; AC 17, touch 12, flat-footed 15; Base Atk +5; Grp +9; Atk +2 *trident* +11 melee (1d8+8) or talon +9 melee (1d4+4) or masterwork javelin +8 ranged (1d6+4); Full Atk +2 *trident* +11 melee (1d8+8) and bite +4 melee (1d6+2); or 2 talons +9 melee (1d4+4) and bite +4 melee (1d6+2); or masterwork

javelin +8 ranged (1d6+4); SA Black ice, rage 1/day, sap heat; SQ Amphibious, fast movement, heat-sense 30 ft., ice scamper, illiteracy, immunity to cold, trap sense +1, uncanny dodge, vulnerability to fire; AL CE; SV Fort +7, Ref +6, Will +6; Str 19, Dex 15, Con 18, Int 14, Wis 14, Cha 6.

Skills and Feats: Climb +11*, Hide +7*, Jump +13, Listen +5*, Spot +5*, Survival +9, Swim +16*; Great Fortitude, Power Attack, Toughness. *Underwater or in ice caves, Rhraghttt has a +4 racial bonus on Climb, Hide, Listen, and Spot checks.

SA — Black Ice (Su): Once per day a Rhraghttt can turn regular ice within 30 ft. into a 10ft. radius patch of black ice. The effects of black ice are the same as the spell grease.

Rage (Ex): Once per day, Rhraghttt can enter a state of fierce rage that last for 9 rounds. The following changes are in effect as long as he rages: AC 15 (touch 10, flat-footed 13); hp 72; Atk +13 melee (1d8+11, +2 trident); Full Atk +13 melee (1d8+11, +2 trident) and +6 melee (1d6+3, bite); SV Fort +9, Will +8; Str 23, Con 22; Climb +15, Jump +16. At the end of his rage, Rhraghttt is fatigued for the duration of the encounter.

Sap Heat (Su): Once per day, as a standard action, Rhraghttt can draw the heat out of a single warm-blooded creature with a successful melee touch attack. The target must make a DC 16 Fortitude saving throw or suffer a -2 penalty to Dexterity and -2 penalty to Strength. The effects are cumulative and last 10 minutes.

SQ — Heatsense (Ex): Rhraghttt can locate warm-blooded creatures underwater or in cold environments within a 30-foot radius. This ability works only when the Rhraghttt is underwater or in a cold environment.

Ice Scamper (Ex): Rhraghttt treats all ice surfaces as though they were finished stone floors for the purpose of movement.

Possessions: +2 *trident*, 6 masterwork javelins.

Area D-8 – The Skjóldúlfr lair (EL 7): Read or paraphrase the following:

These ice caverns are divided up into many smaller nooks and crannies. There are several small piles of ivory tusks, teeth, and clean white bone spread throughout the chamber. Into little recesses and placed atop pedestals carved from ice are dozens of tiny sculptures representing all the people and animals in the north.

This is the lair of the fey skjóldúlfr; they will fight fiercely to defend their home. There are many valuable larger carvings in ivory and bone spread throughout the room.



Tactics: Kestu will order his followers forward in order to cast *mage armor* on himself and then use *true strike* to make sure that his special sling stones hit their targets.

Treasure: 10 ivory carvings worth 100 gp each, 15 bone carvings worth 15 gp each.

Kestu, Skjöldúlfr Sor1: CR 3; Small fey (aquatic, cold); HD 1d6+3 plus 1d4+3; hp 11; Init +9; Spd 30 ft., fly 60 ft. (good), swim 60 ft.; AC 17, touch 16, flat-footed 12; Base Atk +0; Grp -5; Atk masterwork light mace +7 melee (1d4-1) or bite +6 melee (1d4-1 plus 2d4 cold) or masterwork sling +7 ranged (1d3-1); Full Atk masterwork light mace +7 melee (1d4-1) and bite +1 melee (1d4-1 plus 2d4 cold) or masterwork sling +7 ranged (1d3-1); SA Frost bite, *hold person* stones, sneak attack +1d6; SQ Amphibious, damage reduction 5/silver, fire vulnerability, ice scamper, low-light vision; AL CE; SV Fort +5, Ref +7, Will +4; Str 8, Dex 20, Con 17, Int 18, Wis 10, Cha 17.

Skills and Feats: Bluff +7, Concentration +7, Escape Artist +9, Hide +13, Knowledge (arcana) +7, Listen +6, Move Silently +9, Search +8, Sense Motive +4, Sleight of Hand +9, Spellcraft +7, Spot +6; Improved Initiative, Weapon Finesse.

SA — Frost Bite (Su): Kestu's bite attack deals an additional 2d4 points of frost damage.

Hold person stones (Su): Kestu carries 1d4 enchanted sling stones that can temporarily paralyze an opponent. A living creature struck by such a stone must succeed on a DC 15 Will save or suffer the effects

of a *hold person* spell cast by a 5th level caster.

SQ — Ice Scamper (Ex): Kestu treats all ice surfaces as though they were finished stone floors for the purpose of movement.

Sorcerer Spells Known (5/4 DC = 13 + spell level): 0 — *acid splash*, *dancing lights*, *detect magic*, *ray of frost*; 1st — *mage armor*, *true strike*.

Possessions: masterwork light mace, masterwork sling

Skjöldúlfr (4): CR 2; Small fey (aquatic, cold); HD 1d6+2; hp 5; Init +7; Spd 30 ft., fly 60 ft. (good), swim 60 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -5; Atk spear +0 melee (1d6-1/x3) or bite +0 melee (1d4-1 plus 2d4 cold) or sling +5 ranged (1d3-1); Full Atk spear +0 melee (1d6-1/x3) and bite -5 melee (1d4-1 plus 2d4 cold) or sling +5 ranged (1d3-1); SA Frost bite, *hold person* stones, sneak attack +1d6; SQ Amphibious, damage reduction 5/silver, fire vulnerability, ice scamper, low-light vision; AL CE; SV Fort +2, Ref +5, Will +3; Str 8, Dex 16, Con 14, Int 16, Wis 13, Cha 13.

Skills and Feats: Bluff +5, Concentration +6, Escape Artist +7, Hide +11, Listen +5, Move Silently +7, Search +7, Sense Motive +5, Sleight of Hand +7, Spot +5; Alertness, Improved InitiativeB.

SA — Frost Bite (Su): The bite attack of a skjöldúlfr deals an additional 2d4 points of frost damage.

Hold person stones (Su): All Skjöldúlfr carry 1d4 enchanted sling stones that can temporarily paralyze an opponent. A living creature struck by such a stone must succeed on a DC 15 Will save or suffer the effects of a *hold person* spell cast by a 5th level caster.

SQ — Ice Scamper (Ex): Skjöldúlfr treat all ice surfaces as though they were finished stone floors for the purpose of movement.

Area D-9 – The Deadfall Trap (EL 5): Read or paraphrase the following:

The hallway widens into a square shaped, unnaturally carved room of ice.

This room contains a deadfall trap. The first character that attempts to leave the area marked "T" on the map triggers the trap, which will affect every character that is presently in the "T" marked area. A successful DC 25 Disable Device check disables the trap, and a successful Disable Device check (DC 21) reveals that the trap may be avoided. A Balance check (DC 10) allows the character to move along the edges of the room, although failing the Balance Check by 5 will trigger the trap.

Deadfall Ice Trap: CR 5; mechanical; location trigger; manual reset; Atk +12 melee (4d6); multiple targets (can strike all characters in 20-ft.-by-20-ft. room); Search DC 20; Disable Device DC 25. Market Price: 15,000 gp.

Area D-10 – Ice Crevasse (EL 2): Read or paraphrase the following:

A massive crevasse splits the glacier, leaving two opposing cliff faces about thirty feet from each other running parallel. A thin path runs southwest from your cave opening along the ice wall. A couple of cave openings are apparent on the northeast cliff face. Chunks of ice intermittently fall through the air from the still intact ice ceiling.

The crevasse, while wide, is still covered with ice and not exposed to the sky. It is well-lit in here as the ice ceiling is thin and breaking up. There is a significant amount of ice falling from the ceiling in this room. Each time a character moves through the room there is a 50% chance they are in danger from falling ice. Roll once per character, characters imperiled face an Atk +8 melee (2d6, ice chunk).

The path connecting area D-9 and area D-11 is very thin but traversable with a Balance check (DC 10). Reaching areas D-13 and D-14 require magic, climbing or swimming. The base of the crevasse is a lake of water 40 feet deep.

Area D-11 – Guarding the Excavation (EL 6): Read or paraphrase the following:

A trickle of icy cold water runs through this otherwise plain ice cavern. The floor in the room gently rises to the southeast where there is a tunnel leading from the room. Large chunks of ice are scattered on the floor, as are several pick axes, shovels and other tools for excavation.

Yngvildr began his excavation of the Hexas witch's lost shrine to Ocasta in this room. It now acts as a staging room for further excavation. The room is well defended by 2 skjöldúlfr and 2 skarphe'inn who, if attacked, make a controlled retreat up the southeast corridor towards their leaders.

Tactics: The skjöldúlfr and skarphe'inn will begin a fighting retreat up the hallway towards area D-12. They will make use of their black ice abilities and special sling stones to create separation between themselves and the characters in a bid to reach, climb and defend the 10-foot wall in the hallway on the way to D-12.

Development: Each round of combat in this room will grant Yngvildr and Yarklo a DC 12 Listen check to become aware of the combat and begin preparations (see Area D-12 tactics section).

Skjöldúlfr (2): CR 2; Small fey (aquatic, cold); HD 1d6+2; hp 5; Init +7; Spd 30 ft., fly 60 ft. (good),

swim 60 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -5; Atk spear +0 melee (1d6-1/x3) or bite +0 melee (1d4-1 plus 2d4 cold) or sling +5 ranged (1d3-1); Full Atk spear +0 melee (1d6-1/x3) and bite -5 melee (1d4-1 plus 2d4 cold) or sling +5 ranged (1d3-1); SA Frost bite, *hold person* stones, sneak attack +1d6; SQ Amphibious, damage reduction 5/silver, fire vulnerability, ice scamper, low-light vision; AL CE; SV Fort +2, Ref +5, Will +3; Str 8, Dex 16, Con 14, Int 16, Wis 13, Cha 13.

Skills and Feats: Bluff +5, Concentration +6, Escape Artist +7, Hide +11, Listen +5, Move Silently +7, Search +7, Sense Motive +5, Sleight of Hand +7, Spot +5; Alertness, Improved InitiativeB.

SA — Frost Bite (Su): The bite attack of a skjöldúlfr deals an additional 2d4 points of frost damage.

Hold person stones (Su): All Skjöldúlfr carry 1d4 enchanted sling stones that can temporarily paralyze an opponent. A living creature struck by such a stone most succeed on a DC 15 Will save or suffer the effects of a *hold person* spell cast by a 5th level caster.

SQ – Ice Scamper (Ex): Skjöldúlfr treat all ice surfaces as though they were finished stone floors for the purpose of movement.

Skarphe'inn (2): CR 2; Medium monstrous humanoid (aquatic, cold); HD 2d8+7; hp 16; Init +1; Spd 30 ft., swim 60 ft.; AC 16, touch 11, flat-footed 15; BAB +2; Grp +3; Atk trident +4 melee (1d8+3) or talon +4 melee (1d4+2) or javelin +3 ranged (1d6+2); Full Atk Trident +4 melee (1d8+3) and bite -1 melee (1d4+1); or 2 talons +4 melee (1d4+2) and bite -1 melee (1d4+1); or javelin +3 ranged (1d6+2); SA Black ice, sap heat; SQ Amphibious, heatsense 30 ft., ice scamper, immunity to cold, vulnerability to fire; AL LE; SV Fort +4, Ref +4, Will +4; Str 14, Dex 13, Con 14, Int 14, Wis 13, Cha 9.

Skills and Feats: Climb +4*, Hide +6*, Listen +6*, Spot +6*, Survival +4, Swim +10; Great Fortitude, Toughness. *Underwater or in ice caves, a skarphe'inn has a +4 racial bonus on Climb, Hide, Listen, and Spot checks.

SA — Black Ice (Su): Once per day a skarphe'inn can turn regular ice within 30 ft. into a 10ft. radius patch of black ice. The effects of black ice are the same as the spell grease.

Sap Heat (Su): Once per day, as a standard action, a skarphe'inn can draw the heat out of a single warm-blooded creature with a successful melee touch attack. The target must make a DC 13 Fortitude saving throw or suffer a -2 penalty to Dexterity and -2 penalty to Strength. The effects are cumulative and last 10 minutes. The save DC is Constitution-based.

SQ — Heatsense (Ex): A Skarphe'inn is sensitive to heat and can locate warm-blooded creatures underwater or in cold environments within a 30-foot

radius. This ability works only when the Skarphe'inn is underwater or in a cold environment.

Ice Scamper (Ex): Skarphe'inn treat all ice surfaces as though they were finished stone floors for the purpose of movement.

Area D-12 – The Hexas Witch Shrine to Ocasta (EL 7): Read or paraphrase the following:

The floor in this well lit room is made from large flagstones. A trickle of water runs northwest out of the room, and it originates in a small pool in the southeast corner. Submerged in the center of the pool of crystal clear water is a large cylinder of rune carved stone. Atop the cylinder stone is an ancient cracked burial urn.

This is the long lost shrine to Ocasta that has caused all of the recent turmoil in the Frost Barrens. Yngvildr and Yarklo are hard at work attempting to decipher the ancient runes in the column and find out what the magical power of the urn is. They are completely unaware that the urn is filled with the Ashes of Ocasta, and that the leakage from the urn is making its way into the Heart of the Danne River and poisoning the Tanen Tulwe at Longwinter.

The large cylinder of stone in the water has a *continual flame* spell cast on it that lights the room. The cylinder, urn and ashes all appear magic before a *detect magic* spell. Reading the runes in a large cylinder of carved stone in the water is not easy. It first requires the spell *read magic* to be cast and then a successful Decipher Script check (DC 24) or a successful *identify spell* cast on the runes themselves. The runes tell the story of Ocasta from the perspective of the Hexas witches (See the sidebar: **Pantheon of the North**). Reading the runes invokes a *bestow curse* (Will save DC 17) on the reader who will suffer a -4 penalty on attack rolls, saves, ability checks, and skill checks until removed.

Development: Defeating Yngvildr and Yarklo will not bring about resolution to the curse of the Tanen Tulwe Danne. In order to end the curse, the burial urn containing the ashes of Ocasta must be removed. The ashes are harmless to anyone who is not of Danne descent and cleaning them up is not difficult. Once the ashes and urn are removed, the river will flow pure water once again within a couple of days. Of course being in possession of the urn is bound to attract unwanted attention. Perhaps the Hexas Witches of the Eternal Flame want their urn back or maybe some sect of followers of Ocasta will take an interest in the characters?

Tactics: If Yngvildr and Yarklo are aware of the characters' arrival, they will spend a couple of

rounds preparing for combat by casting defensive spells. Yngvildr will cast *protection from good* and *shield of faith*, and Yarklo will use his *wand of bear's endurance* on both of them before pulling a beast from his *bag of tricks* (tan). If caught unawares, they will still attempt to use their defensive spells and items as above but instead Yngvildr will use black ice to block the entrance, then cast *sanctuary*, while Yarklo will use his *bag of tricks* (tan) immediately to buy time.

Yngvildr, Skarphe'inn Bbn1/Clr3: CR 6; Medium monstrous humanoid (aquatic, cold); HD 2d8+9 plus 1d12+3 plus 3d8+9; hp 50; Init +1; Spd 40 ft., swim 60 ft.; AC 18, touch 13, flat-footed 17; Base Atk +5; Grp +9; Atk +1 *icy burst trident* +11 melee (1d8+7 plus 1d6 cold [plus 1d10 cold on a critical hit]) or talon +9 melee (1d4+4) or masterwork javelin +7 ranged (1d6+4); Full Atk +1 *icy burst trident* +11 melee (1d8+7 plus 1d6 cold [plus 1d10 cold on a critical hit]) and bite +4 melee (1d6+2); or 2 talons +9 melee (1d4+4) and bite +4 melee (1d6+2); or masterwork javelin +7 ranged (1d6+4); SA Black ice, command undead 3/day (+2, 2d6+3), command water creatures 3/day (+0, 2d6+3), rage 1/day, sap heat, spontaneous casting (*inflict* spells); SQ Amphibious, fast movement, heatsense 30 ft., ice scamper, immunity to cold, vulnerability to fire; AL CE; SV Fort +10, Ref +5, Will +10; Str 18, Dex 12, Con 17, Int 14, Wis 18, Cha 10.

Skills and Feats: Climb +8*, Heal +10, Hide +5*, Knowledge (religion) +8, Listen +8*, Spot +8*, Survival +10, Swim +12*; Combat Casting, Great Fortitude, Toughness, Weapon Focus (trident). *Underwater or in ice caves, Yngvildr has a +4 racial bonus on Climb, Hide, Listen, and Spot checks.

SA — *Black Ice (Su):* Once per day a Yngvildr can turn regular ice within 30 ft. into a 10ft. radius patch of black ice. The effects of black ice are the same as the spell *grease*.

Rage (Ex): Once per day, Yngvildr can enter a state of fierce rage that last for 8 rounds. The following changes are in effect as long as he rages: AC 16 (touch 11, flat-footed 15); hp 62; Atk +13 melee (1d8+10 plus 1d6 cold [plus 1d10 cold on a critical hit], +1 *icy burst trident*); Full Atk +13 melee (1d8+10, +1 *icy burst trident*) and +6 melee (1d6+3, bite); SV Fort +12, Will +12; Str 22, Con 21; Climb +10, Swim +14. At the end of his rage, Yngvildr is fatigued for the duration of the encounter.

Sap Heat (Su): Once per day, as a standard action, Yngvildr can draw the heat out of a single warm-blooded creature with a successful melee touch attack. The target must make a DC 16 Fortitude saving throw or suffer a -2 penalty to Dexterity and -2 penalty to Strength. The effects



are cumulative and last 10 minutes.

SQ — Heatsense (Ex): Yngvildr can locate warm-blooded creatures underwater or in cold environments within a 30-foot radius. This ability works only when the Yngvildr is underwater or in a cold environment.

Ice Scamper (Ex): Yngvildr treats all ice surfaces as though they were finished stone floors for the purpose of movement.

Cleric Spells Prepared (4/3+1/2+1 save DC = 14 + spell level): 0 – *cure minor wounds, detect magic, guidance, light*; 1st – *cause fear, protection from good*, shield of faith, sanctuary*; 2nd – *hold person, fog cloud*, sound burst*. *Domain spell.

Domains: Evil (cast evil spells at +1 caster level), Water (command water creatures).

Possessions: +1 icy burst trident, ring of protection +2, 6 masterwork javelins.

Jarklo, Skjóldúlfr Sor3: CR 5; Small fey (aquatic, cold); HD 1d6+4 plus 3d4+12; hp 26; Init +7; Spd 30 ft., fly 60 ft. (good), swim 60 ft.; AC 18, touch 15, flat-footed 15; Base Atk +1; Grp -3; Atk +1 *spear* +3 melee (1d6+1/x3) or bite +2 melee (1d4 plus 2d4 cold) or masterwork sling +6 ranged (1d3); Full Atk +1 *spear* +3 melee (1d6+1/x3) and bite -3 melee (1d4 plus 2d4 cold) or masterwork sling +6 ranged (1d3); SA Frost bite, *hold person* stones, sneak attack +1d6; SQ Amphibious, damage reduction

5/silver, fire vulnerability, ice scamper, low-light vision; AL CE; SV Fort +7, Ref +6, Will +5; Str 10, Dex 16, Con 18, Int 14, Wis 15, Cha 17.

Skills and Feats: Bluff +12, Concentration +7, Craft (sculpting) +7, Diplomacy +5, Disguise +3 (+5 acting), Escape Artist +6, Hide +11, Intimidate +5, Listen +7, Move Silently +6, Search +5, Sense Motive +5, Sleight of Hand +8, Spellcraft +7, Spot +7; Alertness, Combat Casting, Improved Initiative.

SA — Frost Bite (Su): Jarklo's bite attack deals an additional 2d4 points of frost damage.

Hold person stones (Su): Jarklo carries 1d4 enchanted sling stones that can temporarily paralyze an opponent. A living creature struck by such a stone most succeed on a DC 15 Will save or suffer the effects of a hold person spell cast by a 5th level caster.

SQ — Ice Scamper (Ex): Jarklo treats all ice surfaces as though they were finished stone floors for the purpose of movement.

Sorcerer Spells Known (6/6 DC = 13 + spell level): 0 – *arcane mark, detect magic, ray of frost, read magic, touch of fatigue*; 1st – *chill touch, magic missile, ray of enfeeblement*.

Possessions: +1 *spear*, bracers of armor +3, bag of tricks (tan), wand of bear's endurance (29 charges), masterwork sling, 6 *hold person* stones, necklace of ivory carvings (2d6+6 carvings worth 50 gp each).

Area D-13 – The Mummies in the Dark and Secret Place (EL 7): The stone door is barred from outside. Read or paraphrase the following if the bar is removed and the door opened:

This room is brightly lit, the floors constructed of flagstones, the walls of dressed stone. At eye level, deep carved runes in the stonework ring the room. It is otherwise empty.

This is a dark and secret place; Ocasta, who intended it to be used by the Hexas to cast their most powerful spells, built it. *Detect magic* reveals powerful magic of all schools within.

Attempting to read the runes will cause 2 mummies to rise up from under the flagstone floors to serve their Hexas masters. They will mindlessly attack any non-Hexas Witch in the room. Be sure to account for the effects of the chamber on magic cast within by party spell casters.

Reading the runes along the wall is not easy. It first requires the spell *read magic* to be cast and then a successful Decipher Script check (DC 24), or a successful *identify* spell cast on the runes themselves. Successfully reading the runes will reveal the powers granted by spell casting in this chamber. First, any spell cast in this chamber will have its DC Save increased by 4, its duration doubled, and its dice roll increased 50%. Second, upon reading the runes, the reader may invoke the following aspects of the spell *permanency* upon themselves if they choose to pay the XP cost. The reader may only have one of the following *permanency* spells in effect at any given time – but re-reading the chamber allows the permanent spells to be changed out, but the XP cost must be paid again.

Spell	Min. Caster Level	XP Cost
<i>Arcane sight</i>	11th	1,500 XP
<i>Comprehend languages</i>	9th	500 XP
<i>Darkvision</i>	10th	1,000 XP
<i>Detect magic</i>	9th	500 XP
<i>Read magic</i>	9th	500 XP
<i>See invisibility</i>	10th	1,000 XP
<i>Tongues</i>	11th	1,500 XP

Mummy (2): CR 5; Medium undead; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +4; Grp +11; Atk slam +11 melee (1d6+10 plus mummy rot); Full Atk slam +11 melee (1d6+10 plus mummy rot); SA Despair, mummy rot; SQ Damage reduction 5/–, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort

+4, Ref +2, Will +8; Str 24, Dex 10, Con –, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Toughness.

SA – Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Area D-14 – Remorhaz Room (EL 4): Read or paraphrase the following:

This room is empty. The ice on the floor ceilings and walls is extremely smooth, as though it had been melted. There is an exit in the northeast wall.

This room is home to a young remorhaz, which is presently buried beneath the ice and water in the center of the room. All the denizens of the glacier lair avoid this room.

Tactics: Remorhazes hide under the snow and ice until they hear movement above them, then attack from below and surprise prey.

Development: Where does the tunnel to the northeast lead? That's up to the GM, perhaps it is a dead-end, or perhaps it does to deeper darker ice lairs, maybe it goes up the top of the glacier and further adventures...

Juvenile Remorhaz: CR 4; Large magical beast; HD 4d10+12; hp 34; Init +2; Spd 30 ft., burrow 20 ft.; AC 19, touch 12, flat-footed 18; Base Atk +4; Grp +12; Atk bite +7 melee (1d10+6); Full Atk bite +7 melee (1d10+6); Space/Reach 10 ft./5 ft.; SA Improved grab, swallow whole; SQ Darkvision 60 ft., heat, low-light vision, tremorsense 60 ft.; AL N; SV Fort +10, Ref +5, Will +10; Str 18, Dex 15, Con 17, Int 5, Wis 12, Cha 10.

Skills and Feats: Listen +9, Spot +4; Improved Bull Rush, Power Attack.

SA – Improved Grab (Ex): To use this ability, a juvenile remorhaz must hit an opponent 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 juvenile 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 1d10+6 points of bludgeoning damage plus 4d6 points of fire damage per round from the juvenile 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 14). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large juvenile remorhaz's interior can hold 2 Medium, 4 Small, 8 Tiny, 32 Diminutive, or 128 Fine or smaller opponents.

Heat (Ex): An enraged juvenile remorhaz generates heat so intense that anything touching its body takes 4d6 points of fire damage. Creatures striking a juvenile remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the juvenile remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a juvenile remorhaz is allowed a DC 15 Fortitude save to avoid destruction.

Wrapping Up and Future Adventures

The module effectively ends with the characters defeating Yngvildr and removing the urn from the glacier. If the party returns the *Nasota-bettegh* to the Elthen Heldenu, the internecine warfare between the Danne will end. The Elthen Heldenu will honor the characters by welcoming them into their tribe; the greatest gift for one traveling in the north is friends and family. Darston Isles will also be grateful for the characters; service and gladly pay them the reward they deserve. He is so grateful he will award a 50% bonus upon hearing of the characters troubles (but only if the party did not already negotiate a 50% increase in fees).

What of the ashes of Ocasta and the Urn? Perhaps they have value to collectors? Maybe they draw the unwanted and violent attention of the Hexas Witches of the Eternal Flame or some cult of Old Stone Coat (Ocasta).

Where does that tunnel in the glacier lead? For that matter what danger or boon does the dark and secret place present to the people of the Frost Barrens?

Finally now that the adventures have provided one service for Darson Isles, he will look to them in the future for help should the need arise. One need only look east to the cloister of Gorhan in the Saint's Blood Mountains for further adventures (see DCC #12 The Blackguard's Revenge and DCC #12.5 The Iron Crypt of the Heretics – for more details).

Appendix 1: New Magical Items

Nasota-bettegh, "Spring-belly": The Fertility Idol of The Elthen Heldenu Danne. Once per day per person, rubbing the idol for one-minute grants a +4 bonus to Charisma for one hour.

The Ashes of Ocasta: These magical ashes carry a curse specific to a group of people known as the Danne. Any person of Danne descent who comes into contact with the ashes or consumes them must make a Will save DC 18 or become afflicted with an insatiable hunger. The afflicted person will not be able to receive sustenance from food, and will slowly and painfully starve to death. Starvation often brings a madness and desperation that frequently leads to cannibalism and the curse of the risen ghoul.

Appendix 2: New Monsters

SKARPHE'INN

Medium Monstrous Humanoid (Aquatic, Cold)

Hit Dice: 2d8+7 (16 hp)
Initiative: +1
Speed: 30 ft. (6 squares), swim 60 ft.
Armor Class: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15
BAB/Grapple: +2/+4
Attack: Trident +4 melee (1d8+3) or talon +4 melee (1d4+2) or javelin +3 ranged (1d6+2)
Full Attack: Trident +4 melee (1d8+3) and bite -1 melee (1d4+1); or 2 talons +4 melee (1d4+2) and bite -1 melee (1d4+1); or javelin +3 ranged (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Black ice, sap heat
Special Qualities: Amphibious, heatsense 30 ft., ice scamper, immunity to cold, vulnerability to fire
Saves: Fort +4, Ref +4, Will +4
Abilities: Str 14, Dex 13, Con 14, Int 14, Wis 13, Cha 9
Skills: Climb +4*, Hide +6*, Listen +6*, Spot +6*, Survival +4, Swim +10*
Feats: Great Fortitude^B, Toughness
Environment: Cold aquatic
Organization: Solitary, gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 3–5 HD (Medium), 6–10 HD (Large), or by character class
Level Adjustment: +2

Skarphe'inn are light grey in color, slightly darker grey to purple on the underbelly. The backs of adult skarphe'inn are marked by mottles ranging from dark grey to white. An adult male skarphe'inn stands roughly 5 feet tall and weighs about 130 pounds. The feet of skarphe'inn are both webbed for swimming and cleated on the bottom for surefootedness on ice.

Skarphe'inn speak their own language, Skarphe'inn and also speak two bonus languages, usually Common and Aquan.

COMBAT

Skarphe'inn are vicious and determined warriors, blood thirsty and incapable of surrender. Skarphe'inn will use the natural surroundings to their full benefit submerging in water for cover and attacking with javelins, or putting



black ice beneath their enemies feet.

Black Ice (Su): Once per day a skarphe'inn can turn regular ice within 30 ft. into a 10ft. radius patch of black ice. The effects of black ice are the same as the spell *grease*.

Sap Heat (Su): Once per day, as a standard action, a skarphe'inn can draw the heat out of a single warm-blooded creature with a successful melee touch attack. The target must make a DC 13 Fortitude saving throw or suffer a -2 penalty to Dexterity and -2 penalty to Strength. The effects are cumulative and last 10 minutes. The save DC is Constitution-based.

Heatsense (Ex): A Skarphe'inn is sensitive to heat and can locate warm-blooded creatures underwater or in cold environments within a 30-foot radius. This ability works only when the Skarphe'inn is underwater or in a cold environment.

Ice Scamper (Ex): Skarphe'inn treat all ice surfaces as though they were finished stone floors for the purpose of movement.

Skills: A skarphe'inn has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Underwater or in ice caves, a skarphe'inn has a +4 racial bonus on Climb, Hide, Listen, and Spot checks.

SKJÓLDÚLFR

Small Fey (Aquatic, Cold)

Hit Dice:	1d6+2 (5 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 60 ft. (good), swim 30 ft.
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
BAB/Grapple:	+0/-5
Attack:	Spear +0 melee (1d6-1/x3) or bite +0 melee (1d4-1 plus 2d4 cold) or sling +5 ranged (1d3-1)
Full Attack:	Spear +0 melee (1d6-1/x3) and bite -5 melee (1d4-1 plus 2d4 cold) or sling +5 ranged (1d3-1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Frost bite, hold person stones, sneak attack +1d6
Special Qualities:	Amphibious, damage reduction 5/silver, fire vulnerability, ice scamper, low-light vision
Saves:	Fort +2, Ref +5, Will +3
Abilities:	Str 8, Dex 16, Con 14, Int 16, Wis 13, Cha 13
Skills:	Bluff +5, Concentration +6, Escape Artist +7, Hide +11, Listen +5, Move Silently +7, Search +7, Sense Motive +5, Sleight of Hand +7, Spot +5.
Feats:	Alertness, Improved Initiative ^B
Environment:	Arctic
Organization:	Solitary, gang (2-4), band (6-11), or tribe (20-80)
Challenge Rating:	2
Treasure:	See below
Alignment:	Always chaotic evil
Advancement:	2-3 HD (Small)
Level Adjustment:	+2

Skjöldúlf never wear clothing, and their sex is not distinguishable from the exterior. A typical Skjöldúlf stands about 3 feet tall and weighs about 50 pounds. Skjöldúlf speak Skarphe'inn and Common, and may know other languages as well.

COMBAT

Skjöldúlf are cunning and sly. They take full advantage of their sneaky abilities and environment to wear their opponents down and destroy them.

Frost Bite (Su): The bite attack of a skjöldúlf deals an additional 2d4 points of frost damage.

Hold person stones (Su): All Skjöldúlf carry 1d4 enchanted sling stones that can temporarily paralyze an opponent. A living creature struck by such a stone most



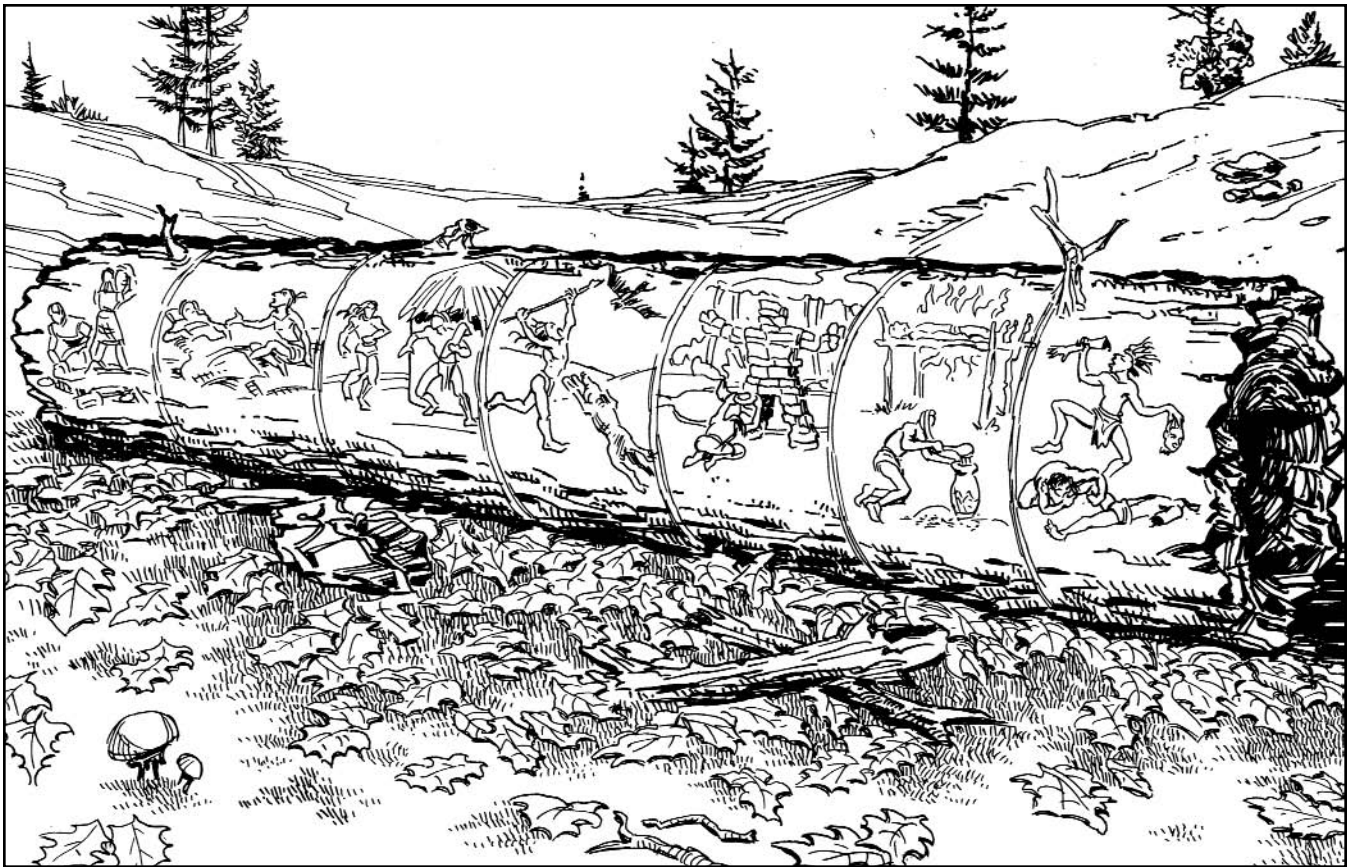
succeed on a DC 15 Will save or suffer the effects of a *hold person* spell cast by a 5th level caster.

Ice Scamper (Ex): Skjöldúlf treat all ice surfaces as though they were finished stone floors for the purpose of movement.

TREASURE

Skjöldúlf love to carve, often ice but frequently in ivory or tusk. Around the neck of each Skjöldúlf hangs a necklace of ivory carvings (1d6 carvings worth 20 gp each). Skjöldúlf of greater power and status wear more carvings of greater value.

Players' Handout A



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Players' Handout B



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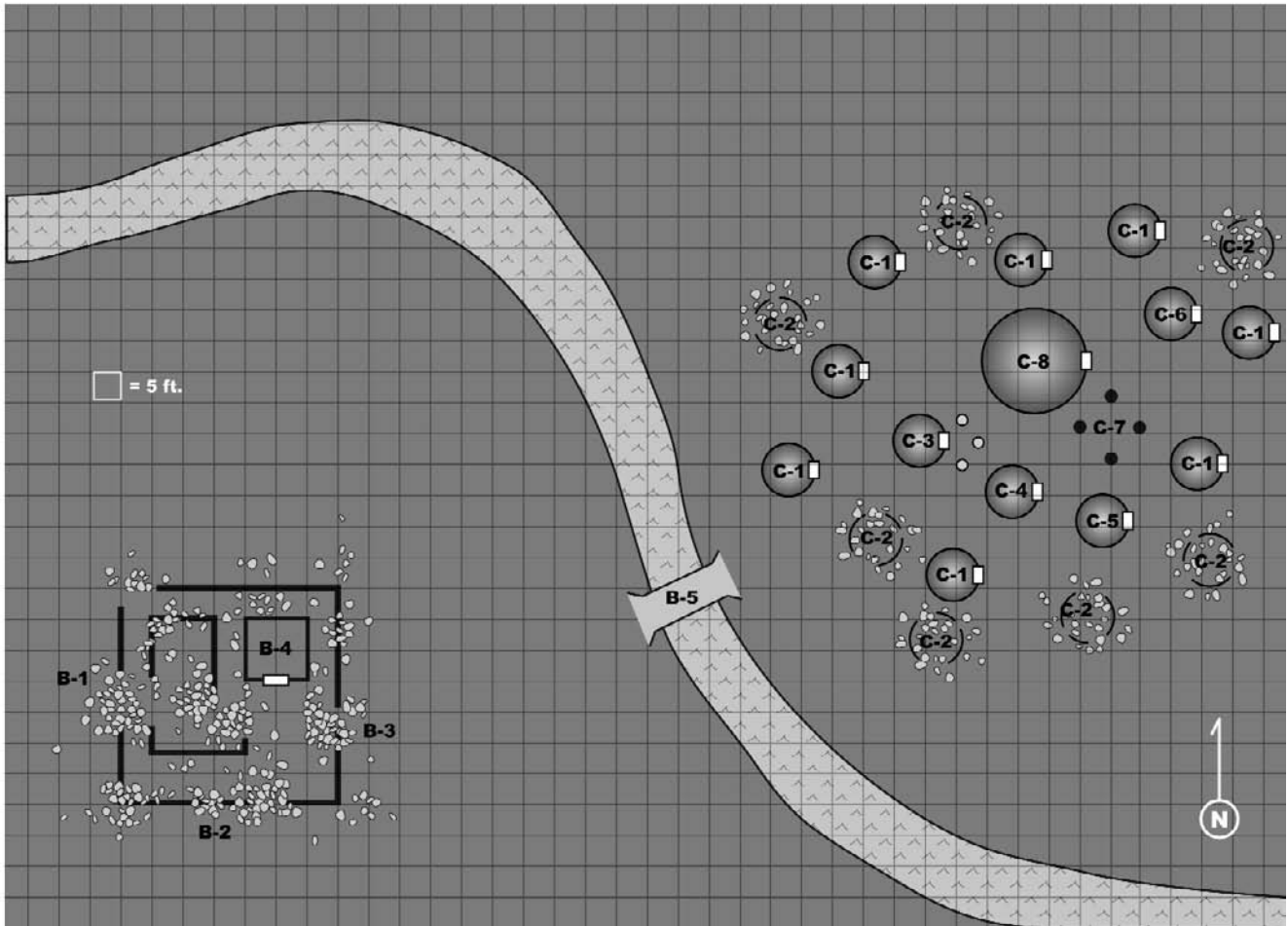
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