

DUNGEON CRAWL CLASSICS

ADVENT OF THE AVALANCHE LORDS

2015 HOLIDAY MODULE
A LEVEL 3 ADVENTURE
BY TIM CALLAHAN



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INTRODUCTION



Advent of the Avalanche Lords is designed to evoke the winter holiday-themed television specials of childhood, with a particularly nasty spin. While the possibility of a happy ending exists after the carnage, the player characters will have to earn their smiles and accolades. The adventure is designed for six 3rd-level characters, and if the judge runs this adventure for larger or more experienced parties, he or she should increase the frequency of the random encounters and the strength of the final adversaries to ensure an appropriate level of challenge. The adventure can be set anywhere in the cold, wintry climate of any campaign world, and though it assumes a typical medieval fantasy background, there are elements of high magico-technological wonder in the work of the elves and wizards of the far north.

BACKGROUND



Three centuries ago, the wizard Nicollo – later known as Father Frost – was a humble woodcutter, raised by northern elves, living a mundane but fruitful life in his cabin in the mountains. With his axe in hand, he cleared the great conifer forest and helped the elven community grow and flourish. He sensed an innate power growing within him that was sparked by what seemed to be a chance encounter with a kindly white-bearded wizard from the far northern lands. This bearded wizard, Meerakolos, had heard of Nicollo's almost superhuman feats as a woodsman and sought out this powerful fellow as a potential ally. For Meerakolos, bumping into Nicollo on a mountain pass was no coincidence. It was part of his plan to form a cabal that would seize absolute control of the northern lands through might and magic, harvesting the precious resources of the mountains and amassing an army that would push southward, extending their cruel icy fingers toward the more populous – and fertile – lands below.

Meerakolos knew that Nicollo, innocent and kind-hearted but filled with untapped magical potential, would not willingly join such an evil enterprise. So Meerakolos began his work. First, he passed Nicollo on the trail as but a curious wanderer. Meerakolos's questions about the mountains and the forests opened up grand discussions about nature and untapped potential. Meerakolos began weekly visits to Nicollo's cabin, where the woodsman learned the rudiments of the arcane art and become increasingly seduced by the power it offered. Within a year, Nicollo began to turn his full attention to spellcraft, working with Meerakolos to build an arcane forge beneath a dormant volcano in the northeast. He produced magical alloys and unique devices that surprised even Meerakolos. Nicollo spent most of his time pursuing his own magical passions, but he also fulfilled requests from his mentor: devices that would increase the strength of the winter storms and self-propelled sleds large enough to transport a dozen men. Nicollo worked on the projects because of the challenges they provided him, but when Meerakolos visited the arcane foundry with a pale, thin, dark-haired man who forced a chilling smile, the former woodsman knew that something was wrong. These devices Meerakolos had requested were intended for war. And this pale-skinned guest, a man Meerakolos referred to only as Skäl, seemed to be horrifyingly excited by the prospect.

Meerakolos realized that he had pushed Nicollo too far too soon. Nicollo questioned and challenged Meerakolos. Nicollo knew, at this moment, that something had changed within him, that he had forsaken everything he cared about in his once-humble life to become a



weapons-maker for cruel men. Partly out of shame and partly out of a need to confront the absolute evil standing before him, Nicollo lashed out at his former mentor. Skäl joined the battle to protect Meerakolos from Nicollo's arcane devices. The ensuing spell duel lasted for seventeen days, unleashing a catastrophic blizzard that devastated the northern lands.

For generations, the arcane foundry remained buried in the snow. Meerakolos and Skäl were presumed dead. Nicollo reappeared a century later, among the people of the south, where his now-white hair, full white beard and penchant for cold weather earned him the name Father Frost. A hundred years after that, he finally returned to the north to confront the destruction he had helped to wreak. What he found was a new burgeoning elf community, and a new northern outpost at the end of the icy wastes, just a few miles away from his dormant foundry. This village, Krinnleton, needed protection from the strange beasts that began to emerge from the frozen mountains, and Father Frost knew that he had found a new home. Here, he could help people, keep them safe. He was reluctant to use his magical talents again, but once he realized he could channel his abilities for good, he began to use his arcane knowledge to help those in need. He even journeyed to his old workshop, no longer buried as the heat from the underground lava channels melted the snow away from the cave entrance, and reclaimed his woodsman axe and resumed working at the forge, crafting mighty steel reinforcements for the walls he was erecting around Krinnleton. Before long, he had added a magical energy dome over the village, protecting it from danger.

Unbeknownst to Father Frost, Meerakolos and Skäl survived, frozen in the climactic moments of the spell duel, considerably weakened. They remained suspended in thick layers of ice for centuries, set free by the magical flame of Radolexa, a green-tinged elf from beneath the snow-capped mountains – who had uncovered the arcane tomes of Meerakolos and Skäl, and had learned of their 300-year-old intention to declare themselves the “Avalanche Lords” as they assaulted the south. Radolexa rekindled this idea as she revived the cold-infused duo, and the three magic-users soon concocted a plan that would allow them to gain revenge along the way: they would abduct an unsuspecting Father Frost – the elves of Krinnleton didn't know of his past, but word of his deeds spread far enough northward for Radolexa to know that Nicollo yet lived – and use his own innate magical energies to power a new weapon: the Celsion Engine. Meerakolos and Skäl had designed this device before they recruited Nicollo all those years before, but they had never asked the former woodsman to craft it, because they had no available energy source to operate the arcane machine. With Father Frost as its cold-generating battery, the device would work, and Krinnleton would be the first to fall.

Nine weeks ago, Father Frost journeyed from Krinnleton to his workshop to the northeast. He never returned. Instead, he was trapped and captured by the Avalanche Lords and he was placed in a coffin-like metal restraining device that would become the heart of the Celsion Engine. One week ago, construction of the engine was completed by Meerakolos, Skäl, and Radolexa. With a small army of strange creatures from the northern mountains, they plan to test the device by assaulting Krinnleton, and if it works, continue their march of destruction toward the south. Meerakolos has sent a few agents to weaken the defenses around the village, and the attack is scheduled to occur in three days.

BEGINNING THE ADVENTURE

Advent of the Avalanche Lords begins with the arrival of the PCs in Krinnleton, with no one suspecting that the village is mere days away from annihilation. The PCs will soon find themselves caught up in the chaos as a small cadre of exploding automatons – in the form of toy dolls – terrorizes the village. Further investigation around Krinnleton will likely lead the characters to head northward to find the missing Father Frost and return him safely.

The domed village of Krinnleton is set upon a rocky hill, surrounded by thick oaken walls with orange-gold glowing dome of energy protecting the inhabitants of the village from the frigid northern winters and beasts of the north. The inhabitants of Krinnleton take great pride in their hospitality and position as the northernmost civilized area in the known world. Everything else in the mountains to the north is savagery, ice, and cold death. No one in Krinnleton knows quite how it works, but no matter how strong the blizzard, the snow and sleet from above turns into glittering flecks of shimmering light as it falls through the glowing dome, coating the white-gray hill inside with a temporary sheen of rainbow-tinged flakes that twinkle for a few seconds before dissipating.

With Father Frost missing, Urla the stewmistress has taken a stronger leadership role in the village, and most of the Krinnletonians defer to her judgment. The village operates with a communal spirit, growing and harvesting crops in the lands outside the village walls in the summer and autumn and living a harmonious life under the dome in the frigid winter months.

Krinnleton is almost exclusively populated by northern elves – of varying height, from 4’ to 5’ tall, with pale pink skin and white-blond hair. A few NPCs are notable for their distinguishing features, but unless otherwise specified, anyone encountered in Krinnleton will be of typical northern elf stock. As the PCs learn more about Krinnleton and interact with the citizens to gather clues about what has happened and where the adventure might take them, they will find most Krinnletonians friendly and hospitable, but uncomfortable around strangers. See *Appendix A: Krinnleton NPCs* for more detailed information about the village and its inhabitants.

ENCOUNTER TABLE

Location	Type	Encounter
A-1	C	Terror Tot
A-2 through A-6	C / P / T	Terror Tots: Deactivating the Shieldbombs
B	C / T	Random Encounters in the Icy Wastes of the North
C	C	Deformed Aberrant Yeti-Rider
D	C	5 Snow Scavengers
E	C	Showdown at the Ice Gallery: Radolexa, 2 Mutated Wolly Mammoths, 2 Mannekwins, 16 Corrupted Polar Bearmen, 6 Abominable Yeti-Riders
E-1	T	Infiltrating the Celsion Engine
E-2	C	2 Celsion Pilots
E-3	T	Viscous Fluid Trap
E-4	P	Disabling the Inner Workings
E-5	C	3 Celsion Guardians
E-6	P / C	Freeing Father Frost: Meerakolos, Skäl

PLAYER START



n your way north, you find yourselves buffeted by sleet and snow, the whipping, frigid air biting and relentless. As the strength of the blizzard increases, you see a light in the distance, a glowing orange-gold beacon. Trudging through the deepening snow, the glowing light ahead emerging as a brilliant dome upon a circular, wooden, walled structure, you come across an overturned sled with a torn canopy. A large gray dog has curled itself around a shivering elf boy. Righting the sled, you pull the boy and the dog toward the safety of this strange village as the oaken doors beneath the glowing dome open up to offer you passage into Krinnleton, home of the elves of the northern land.

You are safe inside the Common House. Mother Urla watches over you as you rest, and you can smell the aroma of delicious soup. But then...an EXPLOSION shakes the walls around you, screams fill the village, and there's something crawling out from beneath a loose floorboard at the foot of your bed.

THE SKY IS FALLING IN KRINNLETON

The village is under attack by seven terror tots: 2' tall animated wooden figures in the shape of toy dolls with gnarled hair and unblinking eyes. The terror tots have been sent by the Avalanche Lords to weaken the dome before the coming assault from the north. They will attack the weakest target in each area, attempting to climb atop them and stab with their rusty awls. Each terror tot has a shieldbomb inside its torso that pulses slightly beneath the fabric of its doll dress. Any damage to the terror tot will trigger the shieldbomb detonation cycle. As the terror tots stalk their victims, they sing, softly, "go to sleep, my sweet dear" without moving their lips.

If a PC becomes aware of the detonation device within a terror tot, the device may be disarmed prior to detonation by a DC 15 Intelligence check or a DC 12 disable traps roll. Failure on a disarm check will result in immediate explosion of the device.

Terror Tots (7): Init +3; Atk awl +3 melee (1d8) or explosion (special); AC 12; HD 2d8; hp 13; MV 30'; Act 1d20; SP immune to mind-control based spells and effects, self destruction; SV Fort +3, Ref +4, Will +3; AL C.

If a terror tot takes any damage, it will explode in 1d3 rounds, dealing 2d6 damage to anyone within 10' unless a DC 10 Reflex save is made and the blast will visibly diminish the strength of the glowing dome above Krinnleton.

Note to the judge: Any NPC who is attacked by the terror tots or caught in a shieldbomb explosion has an effective AC of 10 and 4 hit points. The homes in Krinnleton are relatively close together, but unless the PCs split up, there will likely be more terror tot attacks than they can handle. After the PCs deal with the encounter in area A-1, and identify what they are doing next, the judge should roll a d6, and if the number rolled does NOT match one of the areas the PCs were heading to investigate (or have just investigated), a shieldbomb detonates in that rolled area. Repeat this process after each encounter, until a total of 7 shieldbombs are detonated or disarmed, including the one that the PCs heard while settling in at the common house at the start of the adventure.

Area A-1 – Common House: The layout of this spacious top floor of this house resembles a hunting lodge, but instead of weapons and taxidermied heads on the wall, dried herbs, vegetables, and cooking implements hang from wooden posts. A row of beds lines the western wall, and a large pot boils above an open fire on an expansive hearth on the northern side of the room. Mother Urla and Master Featherwax look up from their cooking in response to the explosion from the south, while a **terror tot** carrying a rusty awl crawls out of the floorboard toward them.



Area A-2 – Guntherson Showroom: Yeoman Guntherson stands in the cluttered showroom of his shop, hundreds of tools and supplies and minor trophies cluttering the large space, leaving narrow walkways between themed sections. One wall is lined with fishing gear and laminated fish heads, while a pile across the walkway is stacked with crates filled with heavy nets and steel spikes. A **terror tot** climbs atop the crates, backing a defenseless Guntherson toward the mountaineering supplies.

If a shieldbomb has already detonated, read this instead: *“An old bearded man, a human, lies on his back, a charred knit cap on his head, and a pickaxe gripped tightly in his hand.”* Yeoman Guntherson is fatally wounded.

Area A-3 – Hammlin House: The doorman quickly directs you to Lemmlin Hammlin, huffing in his tight-fitting but splendid suit. Hammlin has chased a **terror tot** up the stairs, and he has lost sight of it. A quick search will locate the creature climbing up the side of bed of the recovering elf boy, Jule Hammlin. The large gray dog, Osgar, lies asleep on his lap.

If a shieldbomb has already detonated, read this instead: *“Jule Hammlin, the boy you saved from the blizzard, sobs from his bed as he strokes the singed fur of his dog.”* Jule remains unharmed, and Osgar has died a hero.

Area A-4 – Unofficial Church of Father Frost: A **terror tot** climbs up the door, trying to use its awl to pry its way in to this abode. Just as the PCs arrive, the door swings open, pushing the terror tot tumbling back down the rocky hillside but causing no damage to it. Thed Monta peers out from the door, a tiny jeweled hatchet in his hand, though he will let the PCs take care of the creature unless the terror tot attacks him.

The first shieldbomb detonated on the hill by their home, but if a second shieldbomb has detonated here before the PCs arrive, read this instead: *“An elf in white robes holds a small, jeweled hatchet in his hand and smiles at his wife, saying ‘Father Frost watches over us, Melliflue.’”* Thed had thrown the tiny replica of Father Frost’s great axe at the terror tot and the shieldbomb exploded immediately, away from any citizens.

Area A-5 – Hourglass Ned’s Workshop: The eccentric Hourglass Ned stands atop the frame of what might someday be a rocket sled (one of Father Frost’s side projects) and he holds a vial of blue liquid in his hand ready to throw it at the **terror tot** that has climbed in the rafters above his work bench. If the PCs do not grab or disable the terror tot in their first round of attack, Ned will throw the vial at the creature, and the terror tot must make a DC 15 Fort save or become immobilized by cold, sticky liquid.

Ned has the ingredients in his workshop to make two more doses of this sticky substance, but it has taken him a week of inattentive, distracted work to concoct this one batch as part of his current series of experiments, and it will take him a few days to repeat the process. If pressed, he could whip up a lesser dose in six hours of focused attention, and the fluid could be used to completely immobilize a human-sized target for 1d6 rounds.

If a shieldbomb has already detonated, read this instead: *“An eccentric looking elf combs his mustache with a strange fork and looks at the blue fluid dripping from the walls around his workbench and then turns to you to ask you if you have seen his opticon.”* Hourglass Ned has detonated the terror tot from a safe distance after immobilizing it, but he won’t mention any of that unless specifically asked. Instead, he is now most interested in finding his opticon – a set of glasses that lets him read small print – so he can better see the marking that is carved on a piece of wood he has just found. The piece of wood has come from the back of a terror tot, and under the opticon, he can see a tiny letter “M.” He does not recognize the marking.

Area A-6 – Colonel Baxton’s Headquarters: Colonel Baxton struggles with a **terror tot** that has jumped onto her back as she was racing across her office area to grab a crossbow. A crossbow and a quiver of bolts hangs from the wall, next to a large tapestry depicting the Krinnleton battle flag, a white snowflake in a circle on a blue background.

If a shieldbomb has already detonated, read this instead: *“A confident young elf rests a crossbow on her shoulder as she pulls two crossbow bolts from the wall, loosening the bits of wood she has pinned with her precision shots. Blood drips from her shoulder.”* Colonel Baxton has been stabbed, and is at 2 hit points, but she is alive and she was able to eliminate the threat from a safe distance.

TRANSITIONING FROM KRINNLETON TO BEYOND

After dealing with the terror tots and the shieldbombs, the PCs will likely want to investigate and possibly recover from any wounds. There are a few general pieces of information that the PCs will overhear or discover from any interaction with the village folk:

- Father Frost, inspirational leader of the village, superior craftsman, has been missing for months.
- He has disappeared to the north before, returning after a week or two with something he has invented or discovered, but he has never been gone for this long. Hourglass Ned can sketch a map that might be helpful. See *Handout A*.
- A few white-furred beasts have been seen climbing the walls of Krinnleton for brief moments in the past two weeks, but the dome has resisted their attempted entry.
- Colonel Baxton and the militia (mostly farmers with crude spears and an occasional crossbow) have been patrolling the area outside the walls during daylight hours, and they have chased off wooden creatures at the edge of the northern hills.

The judge should add information in *Appendix A* as appropriate. The tone of the interactions will vary, depending on which NPCs the party directly saved or protected, and the number of shieldbombs detonated: with every shieldbomb detonated, the dome around the village will be demonstrably weakened. Through their investigation, the PCs may find enough information to lead them to search for Father Frost in the north, but if they do not, or if they spend too much time interacting with NPCs and the adventure needs an injection of forward momentum, the judge should leverage the interactions with Lemmlin Hammlin and Mother Urla, both of whom will compel the PCs to head northward into the icy wastes of the north to search for Father Frost.

A note about time and this adventure: Whether the PCs leave to head northward to find Father Frost, stay in the village, or leave on other errands, the assault on Krinnleton will occur *three days* after the detonation of the first shieldbomb. Travel from Krinnleton to the Avalanche Lord Encampment (area C) or from Krinnleton to Father Frost’s Cave (area D) in the north will take one day, while travel between the Encampment and the Cave will take half a day. If the PCs visit those locations and take an average amount of time to camp and rest at night, they will be able to return just in time to intercept the Avalanche Lords outside the walls of Krinnleton. It is possible, however, that they will return earlier and await their arrival, intercept them in the Icy Wastes, or return too late and find Krinnleton destroyed.

AREA B: RANDOM ENCOUNTERS IN THE ICY WASTES OF THE NORTH

The mountains to the north are dangerous, covered with ice and snow and haunted by strange creatures. The PCs will be able to avoid the most treacherous ground during encounters, but their travel will be slow over the uncertain terrain (even on the old pathways between the hills), as they move at a rate of about 1 mile per hour during daylight and about half that speed under the light of the moon. Though the blizzard has passed, the chilling cold will have an impact on the PCs health, unless magical protective measures have been taken. Each day the PCs travel in the Icy Wastes, they lose 2 points of Stamina, or 1 point of Stamina if a DC 15 Fortitude save is made. Note that any protection from cold abilities or spells will prevent all stamina loss from the weather.

As the PCs move northward through the icy wastes, the judge should check for random encounters once every four hours (or once every one hour at night if the party is using a visible light source or campfire) by rolling 1d6. An encounter occurs on a roll of 1, or on a 1-3 if the PCs have made any particularly loud noises during the previous four hours (arguments, the sounds of battle, accidental explosions, etc.). If a random encounter occurs, roll 2d6 and consult the chart below to determine the type of encounter.

Random Encounters in the Icy Wastes to the North		
2d6 Roll	Daytime	Nighttime
2	Snow Angels	Useful Information
3	Chikri	Polar Bearmen
4	Useful Information	Avalanche
5 - 6	Polar Bearmen	Chikri
7 - 10	Shiver Serpents	Shiver Serpents
11 - 12	Avalanche	Polar Bearmen



Avalanche: Rumbling from the mountains above indicates immediate trouble: an avalanche of ice and snow! Indicate the rumbling sounds from up ahead and the feeling of shaking ground, and then begin counting down from 10. Note when the PCs respond:

- Responding on 10 through 8: DC 10 Reflex save
- Responding on 7 through 5: DC 20 Reflex save
- Responding on 4 or less: DC 25 Reflex save

On a successful save, the PC avoids the avalanche. On a failed save, the PC takes 2d6 damage and is buried in the snow, taking 1d6 damage each round until rescued by an ally.

Chikri: These ancient coyote spirits have melded into the very snow itself by the shamans of the old world. They feast on any PCs stricken down. Their preferred approach is to strike as a pack, with frozen elongated tongues striking out from a distance to weaken their victims before finishing off their wriggling meals with ferocious bites.

Chikri (2d5): Init +3; Atk bite +2 melee (1d6) or freeze tongue +2 missile fire (1d4+special); AC 12; HD 2d6; hp 9; MV 50'; Act 1d20; SP freeze tongue, vulnerable to heat and fire, immune to poison or acid; SV Fort +3, Ref +2, Will +0; AL N.

Victims hit by freeze tongue must succeed on a Fort save against the initial attack roll or take an additional 1d6 cold damage and drop to the bottom of the initiative order. Chikri take double damage from heat and fire, immune to poison or acid

Polar Bearmen: These noble tribal creatures of the northern lands are white-furred, majestic humanoid creatures with ornate armor made from colorful lizard hide, wielding mallets with a flat hammerhead on one end, and a spiked hammerhead on the other.

Polar Bearmen (1d4+3): Init +1; Atk great spiked hammer +3 melee (1d10) or bite +4 melee (1d6); AC 15; HD 2d8; hp 7; MV 40'; Act 1d20; SP spiked hammer treats hide or metal armor as studded leather; SV Fort +4, Ref +1, Will +1; AL L.

Spiked hammer attack treats all hide or metal armor as if it were studded leather armor thus reducing its AC bonus to +3 at most (magical armor or shield spells or the equivalent retain their full AC bonuses).

Shiver Serpents: These slithering blue-white beasts are 20' long with scaly bellies and patches of fur on their backs. Their origins are shrouded in legends – some say they are the mutated forms of sled dogs whose master betrayed a demon, while others say they are creatures native to this land and older than any who walk its surface – but they slither in an out of the snowy hills and nest inside the craggy mountains. They hunt from below the frozen crust of the snowy landscape, rising up to surprise their victims. If attacked from a distance, they retaliate with beams of cold energy from their eyes.

Shiver Serpent (2): Init +4; Atk bite +5 melee (1d12+special) or cold eye beams +3 missile fire (1d8+special); AC 17; HD 6d8; hp 31; MV 60'; Act 1d20; SP swallow whole, cold eye beam; SV Fort +8, Ref +1, Will +3; AL N.

On successful bite the target must make a Reflex save against the *unmodified* attack die roll or be swallowed, taking an additional 1d8 damage this round and every successive round

while inside the serpent’s belly. On a successful cold eye beam attack the target must make a Fortitude save or take an additional 1d8 cold damage.

Snow Angels: These un-dead appear as winged humanoid shadows fluttering across the snowscape. They do not attack unless provoked, except when a character “looks to the sky” in response to seeing the shadows on the snow. Snow angels long for deception and trickery, and immediately gain a surprise attack on anyone who looks upward toward them. If no one attacks them and no one looks upward, the snow angels fly across the snow for 1d3 turns then fly away. If they are destroyed, they dissipate and reform the next day, with no memory the day before.

Snow Angel (1): Init +3; Atk strength draining touch +4 melee (special); AC 16; HD 5d8; hp 19; MV fly 40’; Act 1d20; SP undead traits, strength drain, immune to critical hits, poison, mind control spells or effects; SV Fort +6, Ref +7, Will +5; AL C.

Victim of touch attack *permanently* loses 1d4 Strength points – any victim reduced to 0 Str by this attack dies and becomes reborn as a snow angel the next morning with complete memory of his former self and in control of his actions – after 2d4 days all memories are lost and the reborn snow angel wanders off.

Useful Information: The PCs stumble upon a clue that might help them oppose the Avalanche Lords. Roll 1d4 on the table below, ignore any duplicate results and reroll.

1d4 Roll	Useful Information Table
1	Battle Plans – sled tracks lead toward the Avalanche Lord encampment (area C) and signs of a struggle are evident with blood on the snow and large clumps of greenish brown fur and shaggy, singed white hairs. A shattered sled lies covered by freshly fallen snow, nearby a broken bone scroll case covers notes written on torn parchment. They read “... with the Celsion Engine at full capacity, the walls of Krinnleton will crumble...” and “...the green ones are not compliant but they will be useful...” They are all signed with an “M.”
2	Weakened Snow Scavenger – a wounded snow scavenger, a white-furred, halfling-sized creature, with only his pick and a few dried berries from the greenlands to the northeast crawls toward Krinnleton. He speaks in a gruff but quick voice and his companions were slain by thin skull-faced man, who seemed to be protected by the green fire sorceress. He can direct the PCs toward area D, but he will die in 1 hour unless magically healed.
3	Stash of Leftover Parts – beneath a rock outcropping lays a snow scavenger stash of cables and wires and magically-enchanted wood. Amidst the detritus is a cylindrical key that can be used to gain access to any hatch in the Celsion Engine.
4	Green Elf victim – a mutated green elf named Murt – a skilled cross-bowman with one leg shriveled, walking with a staff to hold himself upright. He is a former mercenary who had moved northward where he joined a company that sent them to work for the Avalanche Lords collecting supplies. Then the rituals began. Radolexa and Skäl were frightening at first, but it was the kindly-looking Meerakolos who was the most terrifying with his rituals and the torment of the yeti. The green elf is useless in battle but will gratefully accept any food and safe passage to shelter.

THE NORTH



ASSAULT PARTY ROUTE

Began moving
south yesterday



D

DAY ONE

B

DAY TWO

B

DAY THREE

B

— ≈ 1 MILE

Krinnleton = 1 day on
to Cave = foot

Cave to = 1/2 day
Camp = on foot

Camp to = 1 day
Krinnleton = on foot



2
20
15

KRINNLETONS

AREA

A

STORAGE
SILO

A-2

STORAGE
SILO

A-3

A-6

A-5

A-4

ENERGY DOME

REINFORCED
DOOR

FATHER FROST'S CAVE WORKSHOP

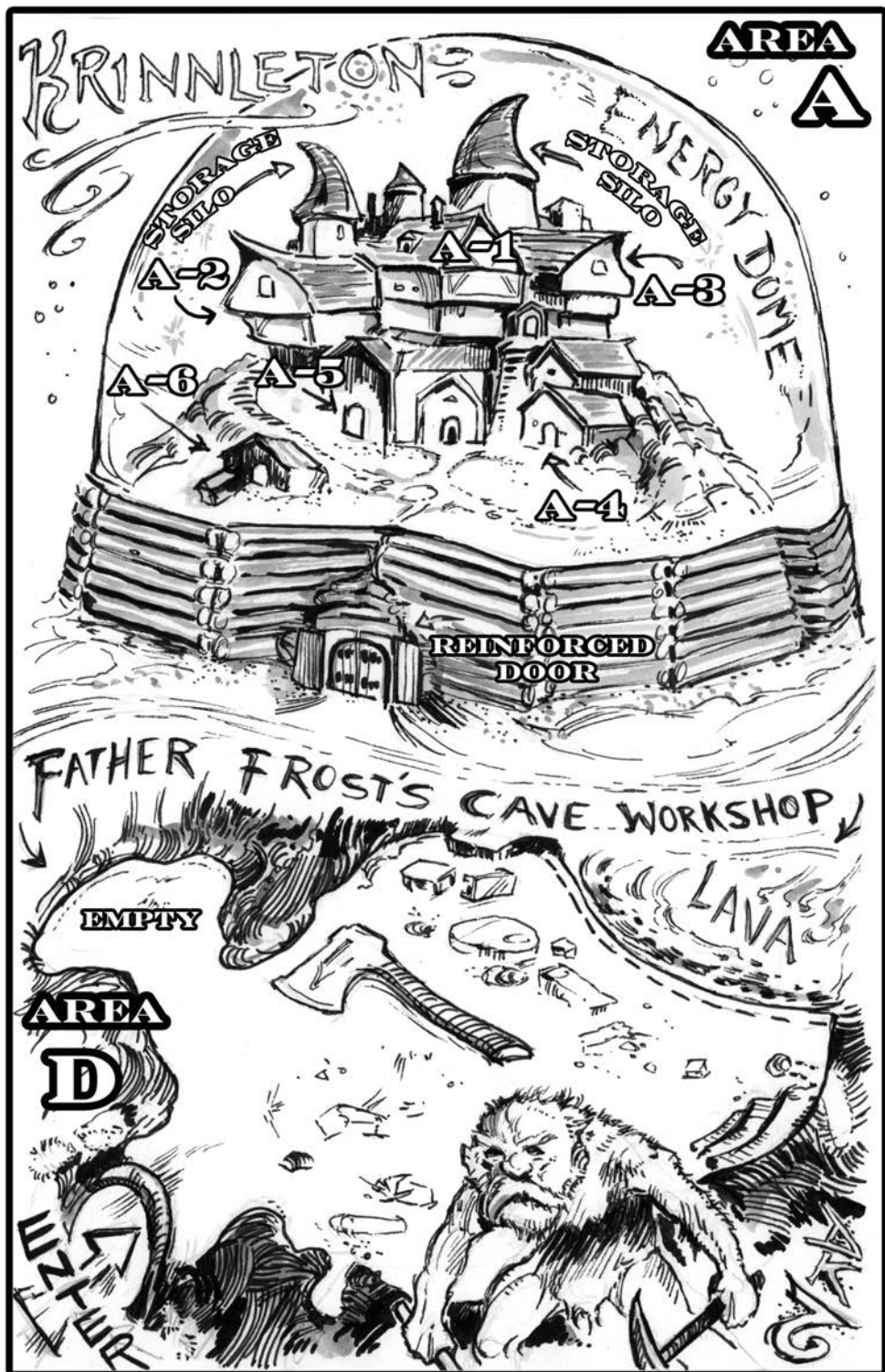
EMPTY

LAVA

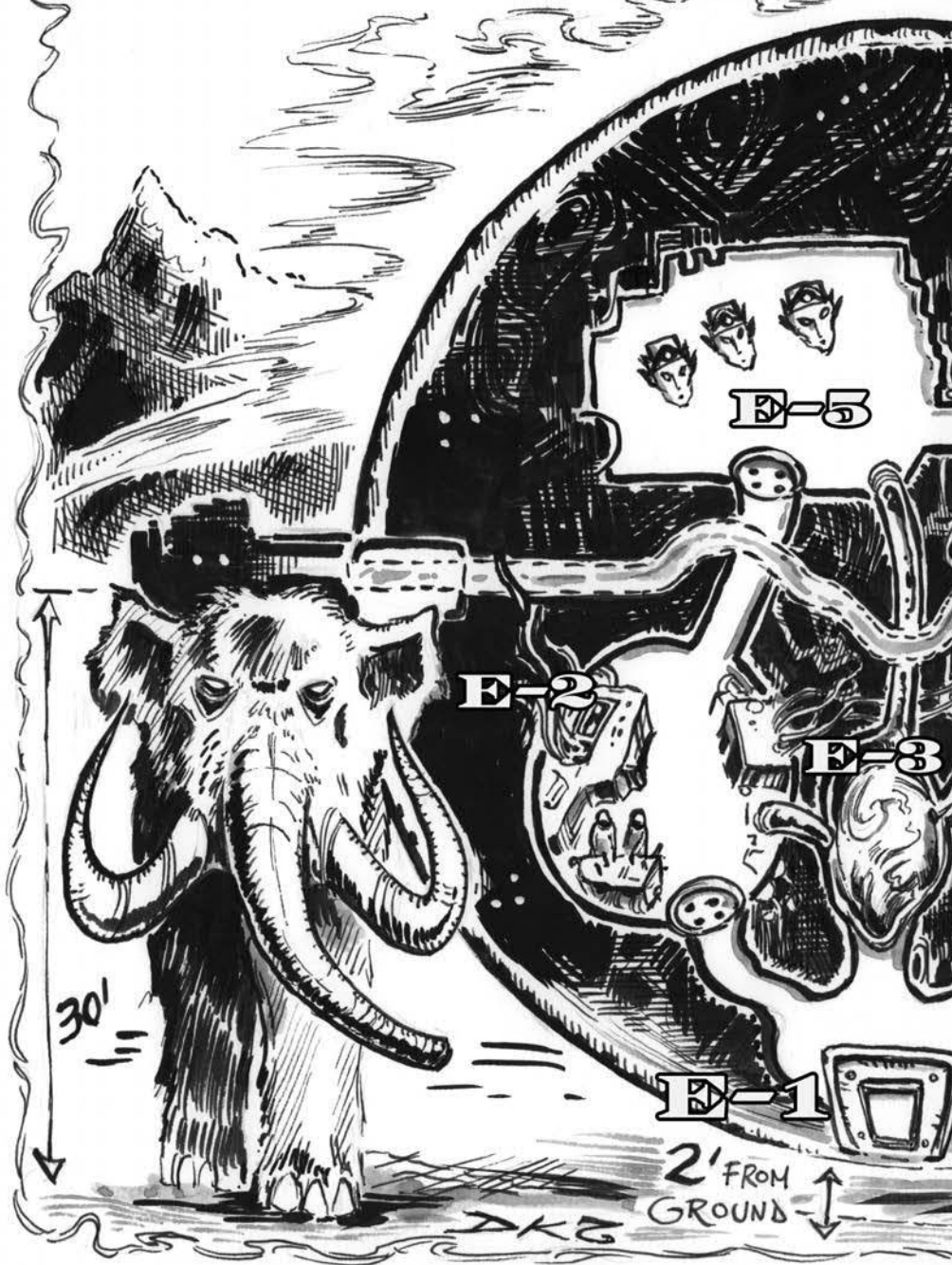
AREA

D

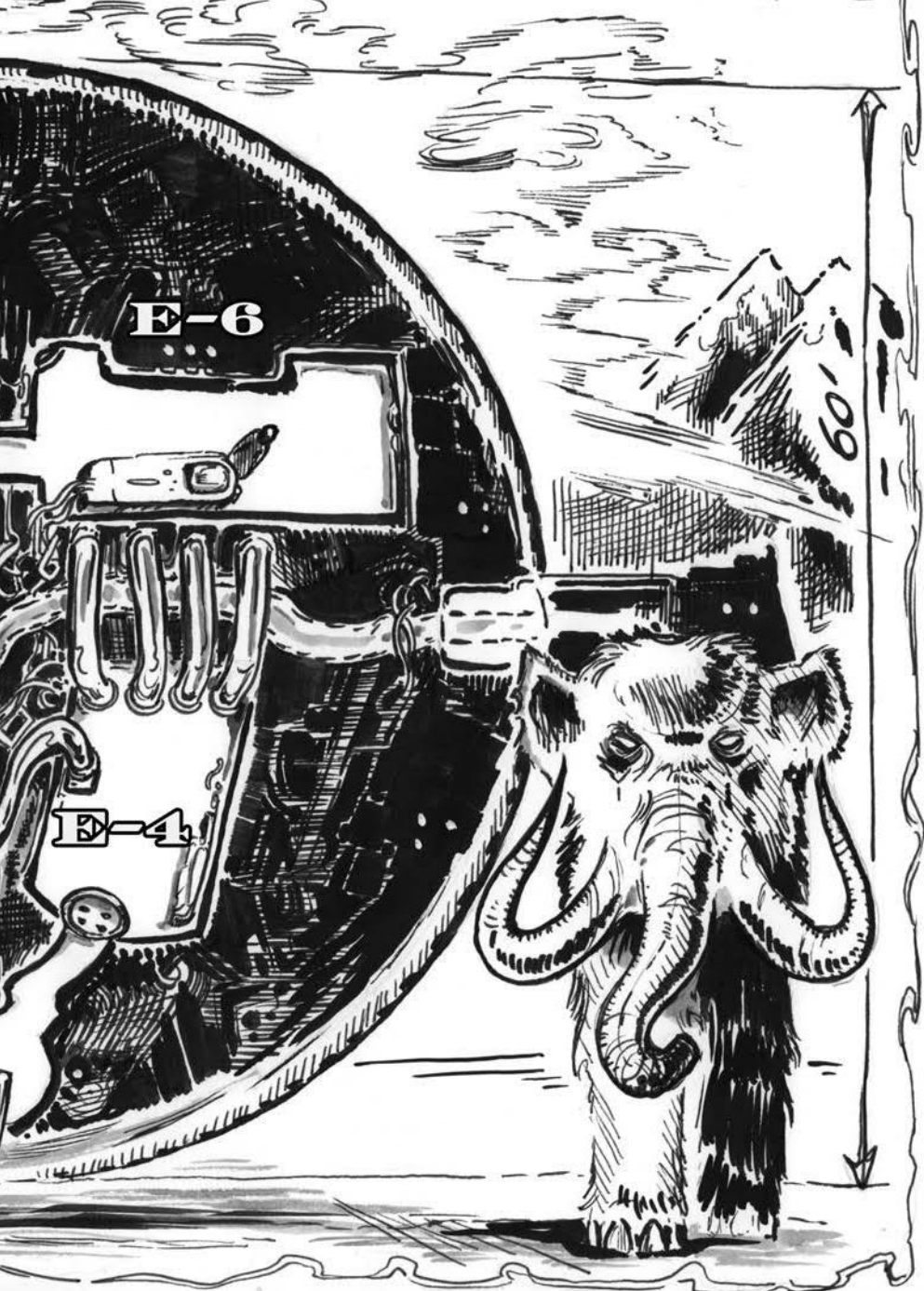
ENTER



THE CELSIO



ON ENGINE



AREA C: AVALANCHE LORD ENCAMPMENT

In what was clearly a massive, abandoned encampment, toppled wooden poles lay across large expanses of sewn-together fur-covered tents. The rocky ground is almost entirely cleared of snow as tracks lead away in every direction. A large wooden platform, ten feet off the ground with thick posts in each corner rising up 30' in the air, stands in the northeast corner of the clearing.

To the northwest, a trail of blood leads to heaps of dead bodies. One begins to move, rising up to a full 15' in height, with six arms and three heads, a hideous amalgam of yeti and green-skinned elf. It charges toward you on its four deformed legs.

Deformed Aberrant Yeti-Rider: Init +0; Atk grab +3 melee (1d10 + special); AC 16; HD 5d8; hp 31; MV 40'; Act 1d20; SP grab and bite attack; SV Fort +1, Ref +1, Will -2; AL C.

A successful grab attack leads to an automatic bite attack at 1d8 damage unless the victim makes a DC 12 Reflex save to bend out of the way, once grabbed the victim must make a DC 15 Strength check to break free, up to 2 human-sized targets may be grabbed and held at any one time.

Investigation of the area reveals giant mammoth tracks, boot tracks, and large paw prints headed southwest. A search of the tent area will reveal metal fragments from some large machine, and a piece of torn parchment with a diagram of the Celsion Engine drawn upon it (see *Handout B*). The dead bodies in heaps are a mix of yeti and green elf body parts. Among the limbs and heads are shattered weapons, two crossbow bolts of magic disruption (as the *dispel magic* spell at a +5 spell check upon impact), and one working crossbow.

AREA D: FATHER FROST'S CAVE WORKSHOP

Around the cave entrance is neither snow nor ice but green grass and moss clinging to black volcanic rock. Scrapes indicate that heavy objects have been dragged from the cave toward the snow-capped mountains to the west. Inside the cave, a flash of white fur is visible for an instant before clawed feet step back into the shadows.

The intruders in the cave are five snow scavengers – halfling-sized, white-furred creatures with beady black eyes and a penchant for digging for treasure – who are distinctly out of their element. From the snowy edges around the hill, they have been watching the cave for weeks. They have seen Meerakolos, Radolexa, and Skäl come and go, with yeti servants dragging Father Frost in his metallic coffin prison toward the western mountains. These small furry creatures will attack out of self-defense and will flee if they can, with one of them wearing Father Frost's elkhorn helmet and another one dragging his magical axe.

Snow Scavengers (5): Init +2; Atk shovel and pick +4 melee (1d6+2); AC 14; HD 2d8; hp 10; MV 20'; Act 2d16; SP may use one action die to make an opposed d16 roll vs any attack at +5 blocking the attack if successful, dual-wielding shovel and pick; SV Fort +4, Ref +5, Will +2; AL C.

Inside of Father Frost's Cave, the workshop area opens up to enormous room cut from the volcanic rock of the hillside. Along the eastern wall, bubbling lava hisses and spits as it crackles against a magical icy barrier that traps it like a molten pool for Father Frost's foundry. This is an elaborate workshop, with tables and benches carved from the black stone or crafted out of magically-enhanced never-melt ice. Yet it is surprisingly bare, as if it has been raided for materials and tools, and though there are signs that it was once a great workspace, it seems almost entirely abandoned. The only notable items left are what the snow scavengers have recently uncovered with their digging around into secret compartments beneath the tables and benches: Father Frost's axe and elkhorn helm.

Father Frost's axe: Resembling an oversized woodcutter's axe, this axe provides a +2 to hit and deals 1d10+2 damage (or 1d14+2 damage if wielded in two hands). This axe provides a limited psychic connection to its creator, and though it isn't sentient, the axe possesses a latent desire to be held by Father Frost and will give anyone who wields it an impression of where Father Frost is currently located.

Father Frost's elkhorn helm: This brown, bark-colored helm features large elkhorn antlers. Anyone wearing this helm gains a temporary +1 modifier to Intelligence and Personality, and adds an *additional* +1 to any spell checks or checks that relate to observation or perception.

AREA E: SHOWDOWN OUTSIDE OF KRINNLETON

If the PCs have not returned to Krinnleton in time to stop the assault from the Avalanche Lords, they will find Krinnleton destroyed. The walls will be shattered, the houses burned to charred coals, and bodies of northern elves scattered across the landscape. The PCs may still track the Avalanche Lords farther south and intercept them before they destroy the next town on their path. But if the PCs do arrive back at Krinnleton in time to stop the Avalanche Lords, the following scene is what they will see:

Climbing down the snowy cliffs to the west of Krinnleton, a horde of black-toothed mangy polar bear-men swarms toward the walls of the village. Two enormous woolly mammoths carry a gigantic vibrating metal sphere on their backs, waves of brutal cold emanating from its silvery surface. Striding alongside them are a half-dozen 12' tall yeti with green elf crossbowmen strapped to their backs. A green-skinned woman with a fin of red hair atop her head barks commands to these monstrous creatures. Krinnleton is under siege.

For each shieldbomb that did not explode in Krinnleton in the opening series of events, remove two bear-men from this encounter to represent the extra fortifications offered to the village and the additional militia members who would be able to take care of some additional threats. If the PCs blew the *Warhorn of Warning* provided by Colonel Baxton (see Appendix A: Krinnleton NPCs), reduce the number of bear-men in this encounter by half. Thus, if the PCs stopped all the shieldbombs (after the first) plus blew the horn, the total number of corrupted polar bear-man adversaries they would have to deal with in this assault would be reduced from 16 to 2.

Radolexa will stay to the rear of the Celsion Engine, directing the yeti-riders and the bear-men to protect the mammoths and the engine from any potential threats. If Radolexa becomes endangered, the 2 mannekwins will rush to the battlefield from their hidden positions in the snowy hills to the west. The yeti-riders will fight to the death, but the bear-men will retreat to the northern mountains if there are ever more PCs than yeti-riders and bear-men combined. Radolexa will not retreat, but will rush into the Celsion Engine to assist the other Avalanche Lords if the engine becomes endangered. She possesses a key that will allow access to any of the hatches inside the engine.

Radolexa, the Flame Queen: Init +3; Atk flame touch +6 melee (2d12) or dancing flame +4 missile (1d10 + special); AC 15; HD 5d10; hp 33; MV 30'; Act 1d20; SP dancing flame, resistance to fire and heat; SV Fort +6, Ref +2, Will +6; AL C.

Dancing flame attack range is 100', victims of dancing flame attacks must succeed on a Will save against the attack roll or become entranced and unable to move for 1d3 rounds. Fire or heat damage against Radolexa is reduced by half.

Mutated Woolly Mammoths (2): Init -2; Atk stomp +8 melee (3d16) or tusk lunge +4 (1d12 + special); AC 14; HD 6d10; hp 47; MV 20'; Act 1d20; SP tusk lunge attack; SV Fort +8, Ref -4, Will -2; AL C.



The mammoths are currently tethered to the Celsion Engine. Tusk lunge attack reaches an additional 10' and a successful hit sends the target flying back 40' – victim must make a DC 15 Reflex save or take 2d6 additional damage from the fall.

Corrupted Polar Bearmen (16): Init +2; Atk great spiked hammer +3 melee (1d10+2) or infected bite +4 melee (1d6+special); AC 16, HD 3d8; hp 18; MV 30'; Act 1d20; SP infected bite; SV Fort +6, Ref +2. Will -1; AL C.

Their bite causes a burning sensation, DC 15 Fortitude save to resist, otherwise victim loses 1 hp per day until cured.

Mannekwin (2): Init +2; Atk wooden finger punch +6 melee (2d8) or sonic giggle blast +4 missile fire (1d10 + special); AC 15; HD 4d8; hp 18; MV 30'; Act 1d20; SP sonic giggle blast, not affected by poison or mind-altering spells or effects; SV Fort +4, Ref +3, Will +2; AL C.

Victims subject to the sonic giggle blast must make a Fortitude save against the attack roll, or be paralyzed for one round.

Abominable Yeti-Riders (6): Init +5; Atk crossbow +4 missile fire (1d6 or special) or crushing grab +6 melee (2d6+4); AC 15; HD 5d8; hp 22; MV 40'; Act 2d20; SP magic crossbow bolts; SV Fort +8, Ref +3, Will +1; AL C.

Although the yeti-riders look like elves riding yeti, they are magically melded, and they share AC and hit points, each yeti-rider has 3 special crossbow bolts to use as needed (1) explosive – dealing 2d6 additional damage to everyone within 10' unless DC 10 Reflex save is made, (2) webbing – trapping everyone within 10' in a web unless DC 10 Reflex save is made, DC 15 Strength check to escape. (3) magical disruption – as the *dispel magic* effect at a +5 spell check.

THE CELSION ENGINE

The Celsion Engine is a 60' silver sphere vibrating from a horizontal metal axis carried by 30' tall mutated woolly mammoths who stride toward the walled village. If the Celsion Engine is at top operational capacity (which is will likely be as it pushes toward Krinnleton) it reduces by one each physical attribute and intelligence score of anyone within 100' *each round*. The Avalanche Lords, their minions, and anyone inside the engine are immune to this effect. A DC 12 Fortitude save is needed to avoid the stat loss. Only 24 hours of recovery in a warm place will allow restoration of the attributes. The Celsion Engine, if fully operational, will also cause wooden structures (like the walls of Krinnleton, and the houses within) to become brittle and shatter in 2d10 turns.

The Celsion Engine may be disabled from outside by toppling either of the two mutated woolly mammoth carriers, dealing 150 damage to the silver metal sphere itself, or by casting a *dispel magic* effect at a result of 20 or higher. If the engine is *not* disabled, the only way in is via a *knock* spell at a result of 20 or higher, which will reveal the access hatch in area E-1, or the use of a special cylindrical key. If the engine is disabled, the hatch pops open immediately.

Area E-1—Access Hatch: *The 3' tall hatchway leads to three glowing narrow passages above you. The passageways on the right and left seem to end with circular hatches, while the passageway in the middle leads to a bright blue rubbery substance that bulges downward.*

A DC 5 Agility check will provide movement into any of the passageways, while failure will result in falling back down and taking 1d6 damage from the hard metal floor. The two circular hatches are locked, requiring a DC 15 pick lock check or a DC 20 Strength check. The blue rubbery substance will slowly dip down into the central passageway and then pull itself back up, as a kind of sentient lubrication for the inner workings of the Celsion Engine.

Area E-2—Piloting Chamber: *Inset into the mirrored walls of this circular room, square frames show images from outside the silver sphere. Rope-like cables, woven together, stream from metallic counters set against the walls to either side of you. A pair of small men with round helmets sit in curved silver chairs behind the two counters, pulling levers and pressing buttons desperately.*

This is the piloting area of the Celsion Engine, where electrical impulses are sent through the cables into the horizontal mounting bar and into the mutated woolly mammoths. The two pilots attack if the PCs try to move past them into area E-5 or if the PCs try to damage any of the equipment. The circular hatch to area E-5 is unlocked.

Celsion Pilots (2): Init +0; Atk dart pistol +2 melee (1d6) or special; AC 10; HD 2d8; hp 10; MV 40'; Act 1d20; SP wears wristband that allows him limited temporal control, can cast *haste* and *slow* once per turn at a spell check of +5; SV Fort +1, Ref +3, Will +8; AL N.

Area E-3—Viscous Lubrication Chamber: *The blue rubbery substance yields and then bursts, coating everything with slippery goo.*

This sentient blue goo is a hyper-developed form of lubrication, piped directly into the horizontal axis of the Celsion Engine. Any PC coated by the substance will find that it seems to shift and move and adapt, and it wants to coat the PC completely so that his or her surface will be as frictionless as possible. The goo can be rendered inert if it is heated up and then immediately frozen (with at least 1 point of heat damage followed by 1 point of cold damage), and it can also be psychically controlled by a PC willing to open up his or her consciousness to the strange sub-intelligence of the goo. To successfully control it, a PC must succeed on a DC 10 Personality check. Any goo touching the PC at that moment will

then follow his or her commands. The goo causes weapons to slip, characters to fall, and effectively increases all fumble ranges by +5.

Area E-4—Celsion Engine Inner Workings: *Intricate clockwork mechanisms rotate behind frosted glass. Tubes of black, white, red, and green pump glowing fluids in and out of the inner workings of this strange engine.*

While this seems to be an essential mechanism that will disable the Celsion Engine, this is part of the device that holds Father Frost in stasis in area E-6. If all four colors of the tubes are severed (at least one of each color), then Father Frost will become free from his stasis by the time the PCs arrive in area E-6. Each tube color, when cut or damaged, has a different result:

- **Black Tube:** the fluid dries and flakes when it comes into contact with the air, puffing out like spores of mold. Everyone in the area must make a DC 12 Fortitude save or take 2d4 rot damage.
- **White Tube:** sour milk sprays out.
- **Red Tube:** small globules of a red gelatinous substance drip from the tube and then bounce across the floor. Anyone who eats one of these small globules heals 1 hp.
- **Green Tube:** thick green mush spews out, burning any exposed flesh for 1d8 damage (successful Luck check needed to avoid).

Area E-5—Celsion Guard Chamber: *Three tall green-skinned elves stand before you, halberds ready to strike you down before you finish climbing out of the access hatch.*

These three celsion guardians are agents of Radolexa, high northern elves who live deep beneath the mountains. They are professionals and they will not call for aid, though the access passage to area E-6 is open, and if loud fighting breaks out, Meerakolos and Skäl will surely hear and react with unrestrained hostility toward the PCs.

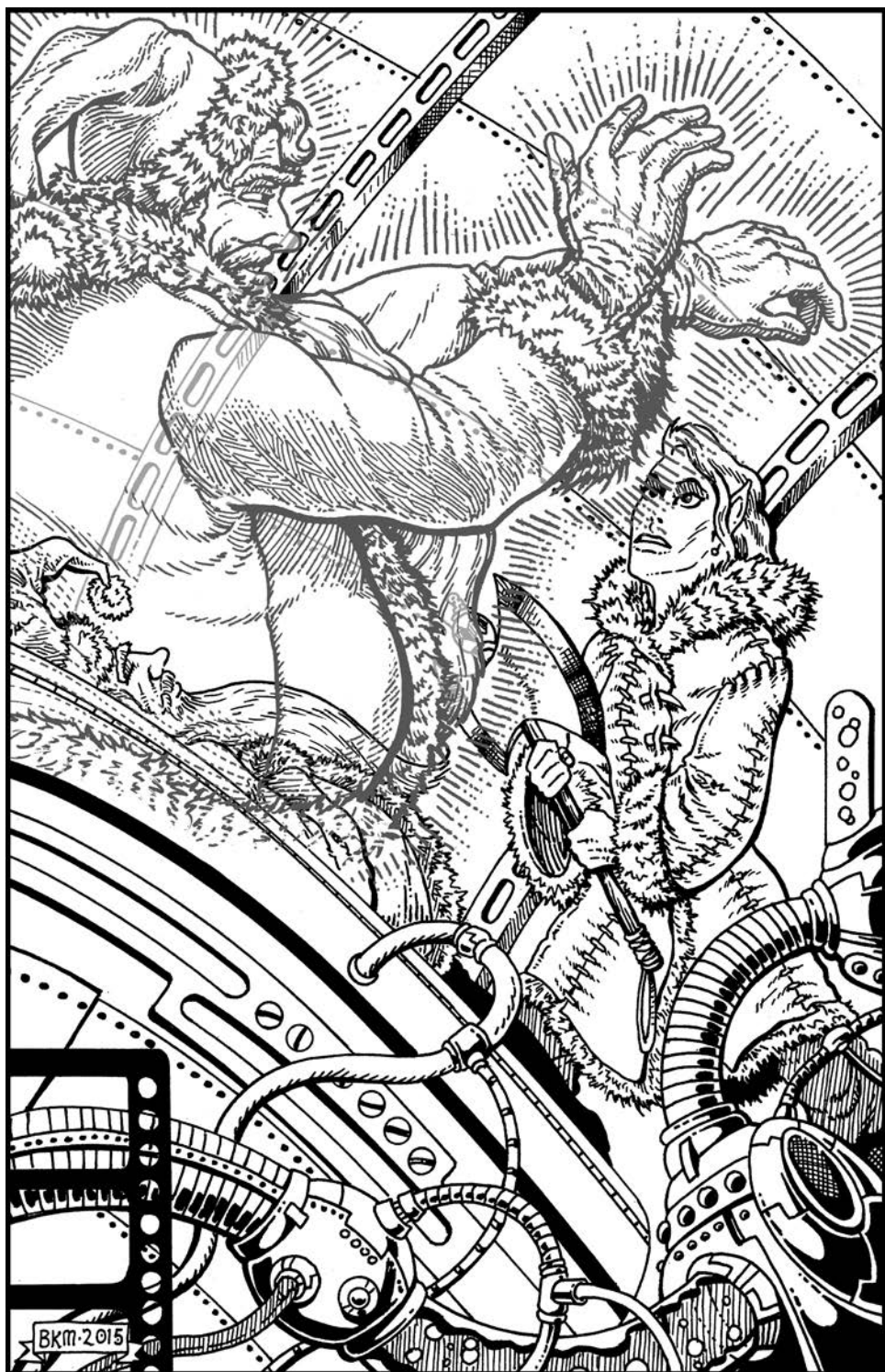
Celsion Guardians (3): Init +3; Atk fire-tinged halberd +5 melee (1d10+5); AC 16; HD 3d8; hp 18; MV 30'; Act 1d20; SP fire-tinged halberd deals heat damage and will destroy metal armor completely if a natural 20 is rolled on the attack; SV Fort +4, Ref +3, Will +4; AL C.

Area E-6 – The Heart of the Celsion Engine: *Father Frost lies pinned inside a metal coffin with a transparent shield above his head and torso, thin cables and tubes connecting him to the silvery walls around him. A skull-faced thin man in black seems connected to these same cables and tubes, standing over Father Frost like a specter of death. A friendly-looking bearded man – someone who looks like he could be the brother of Father Frost – opens his arms and welcomes you.*

Father Frost is inside a high-tech, magico-technological iron lung, with Skäl of the Everfrost getting a kind of magical blood transfusion from the equipment. Meerakolos, seemingly so friendly with his open arms to the PCs, unleashes a *lightning bolt* in their direction as soon as he discovers that the celsion guardians have failed in their jobs and allowed access to the heart of the engine.

If the PCs have damaged all four colors of the tubes in area E-4, Father Frost awakens and his apotheosis begins when the PCs enter this room (see *Father Frost's Ascension* below).

While connected to Father Frost via the blood transfusion machine, Skäl is much more powerful. One swing of Father Frost's axe in the direction of any of the tubes and cables connected to Skäl will sever the connection, otherwise a total of 12 damage must be dealt to the tubes and cables.



FATHER FROST'S ASCENSION

When Father Frost is set free from his imprisonment in the heart of the Celsion Engine – either due to the severing of the tubes in area E-4, dealing 25 or more damage to the metal coffin which encases him, or a successfully cast *dispel magic* on his bonds with a result of 20 or more – he floats, almost ethereally, out of his imposed supine position and stands before the PC who wields Father Frost's axe. If no PC wields the axe, he stands in front of the PC with the highest Personality score. He will thank this PC, then grow larger and larger, becoming intangible as he grows, until his consciousness fills the cosmos. At this moment, *any* PC may immediately attempt to bond with the ascended form of Father Frost by casting an impromptu *patron bond* at a spell check bonus equal to his or her Intelligence modifier. If bonded with Father Frost, that PC will automatically learn *invoke patron* and may call upon Father Frost (see *Appendix B: Father Frost*).

Skäl of the Everfrost (connected, invigorated): Init +5; Atk icy claws +8 melee (2d8) or ice beam +6 missile fire (2d6 damage + special); AC 15; HD 8d8; hp 42; MV 10' max; Act 2d20; SP immune to fire, heat, or cold-based attacks, non-magical attacks deal half damage; SV Fort +6, Ref +0, Will +8; AL C.

Skäl must remain connected within 5' of Father Frost to continue being invigorated. A successful hit by his ice beam reduces all physical and Intelligence scores by 1 unless a DC 10 Fortitude save is made.

Skäl of the Everfrost (disconnected, weakened): Init +2; Atk icy claws +3 melee (1d8); AC 12; HD 4d8; hp 15; MV 20'; Act 1d20; SP immune to fire, heat, or cold-based attacks; SV Fort +2, Ref +1, Will +8; AL C.

Meerakolos: Init +4; Atk dagger +8 melee (1d8); AC 16; HD 6d8; hp 45; MV 30'; Act 2d20; SP may cast the following wizard spells with either action die at +7 spell check: *color spray*, *enlarge*, *magic shield*, *levitate*, *ray of enfeeblement*, *shatter*, *dispel magic*, *lightning bolt*; SV Fort +6, Ref +4, Will +10; AL C.

ENDING THE ADVENTURE

If the PCs repel the assault on Krinnleton and disable the Celsion Engine, Colonel Baxton will offer them positions as members of the Krinnletonian Honor Guard and Mother Urla will offer them a permanent room inside the common house. Lemmlin Hammlin will shower the PCs with adulation and bring in his personal tailor to outfit them in the most expensive fashions available.

No one quite understands what happened to Father Frost, but they all felt his presence when he expanded his consciousness and ascended to godhood, and they felt a warm reassurance that everything was going to be okay with him watching over them from the northernmost star in the heavens. Thed and Melliflue Monta will hug the PCs knowingly.

That night, the PCs and everyone in Krinnleton will dream of Father Frost flying through a field of stars in his sky chariot, pulled by great white elks. He will smile and laugh as he passes by, the twinkle in his eye shining like a beacon of hope.

APPENDIX A: KRINNLETON NPCs

Each of these prominent NPCs in Krinnleton will either have useful INFORMATION that will provide clues to the party or a BOON that will be granted to the party if certain conditions are met. Some NPCs provide both. Quick character details are provided here, along with the most common location at which they will be present, though most of the interactions will likely occur after the PCs deal with the attacking terror tots and the exploding shieldbombs in areas A-1 through A-6, and the NPCs may move around after the ensuing chaos.

Colonel Baxton (area A-6): Leader of Krinnleton militia. No-nonsense. Female. Suspects trouble brewing in the north. If the PCs go north to look for Father Frost, she will offer them a BOON: **Warhorn of Warning**, blowing this horn will warn Colonel Baxton to assemble the militia to defend the village, and the character who blows this horn will gain +1 on all combat rolls during the final battle against the Avalanche Lords and their minions.

Floating Davi (area A-3): Youthful looking. Dark-haired with a long forelock. Troubled. Temperamental. Can levitate, but that is the only spell he knows, and it only allows him to lift 3' off the ground. Adopted brother to Jule Hammlin. Secretly a spy for Meerakolos, though he doesn't even know that. Because of Davi's arcane dabbling, Meerakolos can "see" through his eyes and control his actions from afar. If targeted by an ESP spell (or some other spell effect that would reveal his thoughts), the PCs may glean the following INFORMATION: Images from the point of view of Meerakolos, such flashes of ritualistic casting over the bodies of massive yetis, the distorted reflection of Meerakolos in the concave metal that would become the shell of the Celsion Engine, and a glimpse of area 1-6 inside the Engine with Father Frost in the restraint tank connected by tubes and cables to the withered body of Skäl of the Everfrost.

Hourglass Ned (area A-5): Amber-mustachioed. Tinkerer and gadgeteer. Short-term memory problems. Not nearly as much of an expert as he presumes to be. Often provides inaccurate information about magic or technology. Wears an hourglass on a long chain around his neck. Times himself to concentrate on a task. If the PCs can get his attention, particularly if they let him play around with any arcane or unusual items in their possession, he will share the following INFORMATION: Father Frost maintained a special workshop in mountains to the northeast, and Hourglass Ned can provide a map (see *Handout A*) of the region, indicating that the workshop is in a strangely warm area where the snow does not stick. Hourglass Ned is sure Father Frost has gone there, but he doesn't know why his mentor has not yet returned. The other side of the map is covered with arcane writing, which, if the PCs notice, would become a BOON: The arcane writing acts as a **scroll** with the *spider climb* spell, along with an incomplete *knock* spell (the *knock* spell check should be rolled as normal, but because some of the symbols are missing the spell will not work as anticipated, so if the natural roll is even – before any modifiers or luck points are added – the spell causes *major corruption* to a random party member in addition to whatever its normal effects, and if the natural roll is odd the spell causes a *misfire* and *major corruption* to the caster, in addition to its normal effects).

Lemmlin Hammlin (area A-3): Aloof and aristocratic, portly and well-dressed. Can seem buffoonish. Wealthiest man in the village by far. Father of Jule Hammlin. Adoptive father to Floating Davi. Will offer to finance any trip to the north, and will offer the PCs 2000 gp if they can find Father Frost and bring him back. Because the party saved his son, Lemmlin will give the first PC that talks to him a magical BOON: **Walking Staff of Shielding**, a seemingly-normal walking staff but is actually the single most valuable item in the Hammlin house, as it allows the user to cast the *magic shield* spell at a spell check equal to his Personality modifier. If the spell is lost for the day, it cannot be regained until the staff recharges at dawn the next morning.

Master Featherwax (area A-1): Gruff, with thick eyebrows. Polished boots. Old and impatient. Tends to patrons in the Common House. If the PCs earn his trust, he will share the following INFORMATION: They should keep an eye on Floating Davi, the young elf with the spellcasting abilities. He has not been himself over the past few weeks and he is probably involved with the recent terror tot incident.

Mother Urla (area A-1): White-haired and matronly, but still young for an elf. Stewmistress and hostess at the Common House. Loves Father Frost like a brother. She will beg the PCs to find Father Frost and bring him home. If the PCs inquire about Father Frost's residence,

Urla will note that he stayed in the Common House and had no personal possessions besides his clothes. If the PCs agree to head north to find Father Frost, or information about his disappearance, she will grant them a BOON: **Restorative Soup**, two waterskins worth (each waterskin dose heals 2d6 and provides +1 to all cold-related saving throws for the rest of the day, double the healing and bonus if the soup is heated before swallowed).

Thed and Melliflue Monta (area A-4): Married couple. Priestly white garb. Austere and serious in their devotion to Father Frost whom they believe has ascended to godhood. Their home is a shrine to Father Frost, featuring tiny replicas of his magical axe and his elk-horn helmet. If the PCs simply spend time with the Montas, listening to them preach of the greatness of Father Frost, will receive BOON: A small **glittering yellow gem of illumination**. These gems, leftover shards from Father Frost's construction of the energy dome projector, seemingly worth 100 gp each, were cut by Father Frost's axe in his northern workshop. As the PCs get closer to the location of the axe (area E), they will continue to increase in brightness, illuminating a 30' radius when within 1/2 mile of the axe. The Montas do not know that the gems have this power, just that they once belonged to Father Frost.

Yeoman Guntherson (area A-2): Only human in Krinnleton. Old, with streaks of gray in his ample beard. Wears a knit cap and tells tall tales about his mountaineering adventures in the north. Sells everything in his shop for 10 gp or 100 gp and rarely haggles. Knows of the dangers of the frozen wastes north of Krinnleton and in his recounting of various escapades, he will give the PCs some useful INFORMATION: He can tell the PCs the general description of the shiver serpents, the chikri, and the polar bear-men (see *Random Encounters – Area B*), along with their modes of attack though his exaggerations will make the creatures sound about twice as deadly as they actually are. If they spend more than 200 gp in his shop or if they save his life at any point, he will grant them a BOON: A **Fur Cloak of Cold Protection**, which negates the first 5 points of damage from any single cold-based attack or cold-based environmental effect.

APPENDIX B: FATHER FROST, CRAFTSMAN OF THE NORTHERN LANDS

Holding a mighty axe aloft as he rides his sky chariot pulled by great white elks, Father Frost looks benevolently down upon the northern lands, comforting all living creatures with a glittering blanket of snow. Father Frost demands only that his followers show kindness toward one another and cut away at the injustices of the world of man whenever they arise. An ascendant craftsman, Father Frost attained his divine power by learning the error of his ways and helping those in need find their own noble destinies. The coldness he emanates is a comfort to those who understand the serenity that comes with diminishing the fire of anger and hate with the beauty of the crystalline ice.

Invoke Patron check results:

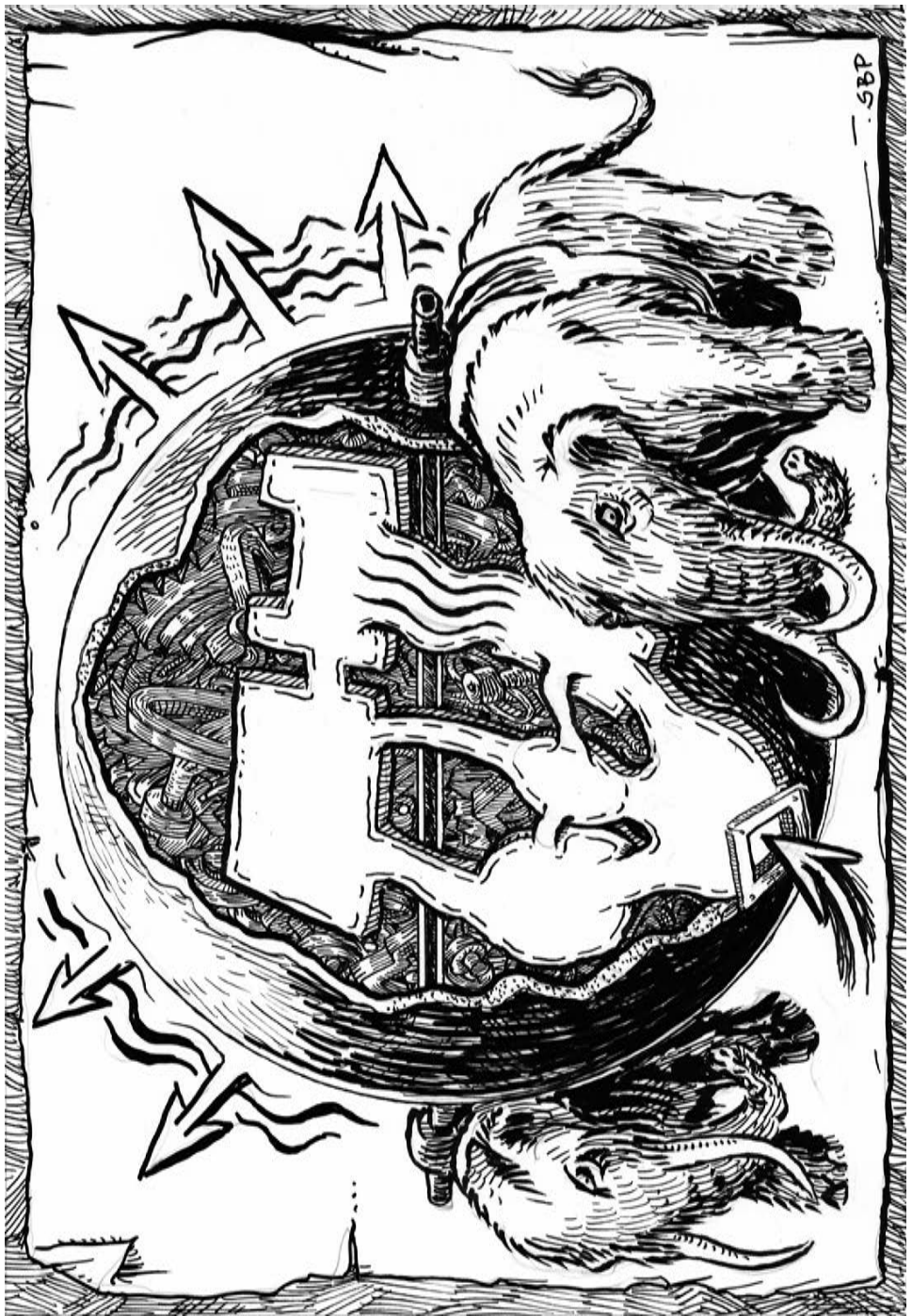
- 12-13 A 10'x10' sheet of glittering frost appears on the ground within 50' of the caster. Anyone standing on this frozen patch, or moving across it, must succeed on a DC 10 Reflex save or fall prone, taking 1d4 damage.
- 14-17 Jagged timbers burst forth from the ground encircling the caster in a protective cube-like structure. This large wooden box appears to be made from solid wood on the outside, by the caster can see through the walls as if they were made of translucent ice. The box provides the caster complete protection from attacks for 1d4 rounds, or until 15 damage is dealt to it, at which point it shatters into a thousand snowflakes. The caster may not attack while encased in the box, but he may cast spells as normal.

- 18-19 The caster's hands and weaponry become encased in glowing ice, granting the caster +3 to hit and damage on melee attacks for the next 2d6 rounds. Any target hit by this cold-enhanced attack must succeed on a DC 10 Fortitude save or become magically slowed to ½ speed for one round and lose -1d on its next action.
- 20-23 A thunderclap echoes in front of the caster and a mighty great white elk appears, rearing back on its hind legs, ready to defend the allies of Father Frost. The elk will remain within 30' of the caster at all times, and will not follow any direct commands but will attack any perceived threats to the caster or the caster's companions.
- Great White Elk:** Init +1; Atk hoof +5 melee (1d6+3 damage) or gore +4 (1d12 damage); AC 14; HD 4D6; MV 60'; Act 1d20; SP gore attack may target two adjacent victims simultaneously; SV Fort +6, Ref +2, Will +2; AL N.
- 24-27 An enormous apparition of Father Frost's great axe, 15' long, appears floating above the caster, responding to his commands before disappearing in 1d4+CL rounds. The floating great axe may move at 40' per round and attack at a maximum range of 200' at CL+2 to hit and dealing 1d16 damage. While the great axe remains manifest, the caster also gains the *shatter* spell (or gains +1d to the spell check if *shatter* is already a known spell), with the axe as the point of emanation for the spell affect. Using the axe to attack *or* to cast the *shatter* spell each count as an action, and moving the axe replaces the move action of the caster.
- 28-29 A blast of cold air rushes forth from all sides, swirling around the caster and his allies, granting them a total of 20 temporary hit points (to be divided up as the caster sees fit). In addition, the caster gains one attempted use of the *control ice* spell, at his normal spell check (or +1d on the next casting of *control ice* if the spell is already known by the caster).
- 30-31 Hailstones fall from above and quickly collect into mounds of ice that merger and twist into 2d3 small ice golems. These 2' tall creatures follow the commands of the caster for 1d3+CL turns, before melting away. The golems are incredibly strong for their size (the equivalent of 18 strength), and they are skilled at repair. If the golems are not otherwise occupied, the caster may direct them all to perform the *mending* spell at the caster's normal spell check +1d (+2d if the spell is already known).
- Small Ice Golems:** Init +2; Atk punch +6 melee (1d12+3 damage) or grab +6 (special); AC 15; HD 2D6; MV 20'; Act 1d20; SP grab attack; SV Fort +4, Ref +4, Will +4; AL N.
- The *grab attack* requires two golems per target, victim of successful grab attack becomes immobilized until breaking free with a successful DC 15 Strength check, immobilized victims cannot cast spells or attack.
- 32+ Streaks of green and pink lights whirl through the air above, stars glitter on the ground (or floors and ceiling) and the floating face of Father Frost appears like an aura around the caster's head. The caster and his allies are granted the favor and attention of Father Frost for 1d6+CL rounds. Lawful and chaotic characters gain +2 to all rolls and their cold-hardened skin grants them an additional +1 AC. Neutral characters gain +1d to all rolls, their skin and clothing becomes encased in shimmering ice crystals providing an additional +2 AC, and they gain 2 temporary points of Luck that must be spent before Father Frost's favor disappears.

HANDOUT A



HANDOUT B



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2015 HOLIDAY MODULE

A LEVEL 3 ADVENTURE

BY TIM CALLAHAN

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