

AGE 12+



LEGACY OF THE CRYSTAL SHARD™

ENCOUNTERS AND MONSTER STATISTICS:

D&D® 3RD EDITION (v.3.5)

FORGOTTEN REALMS®



Permission is granted to print this document for personal use only.

CREDITS

Design

Greg Bilisland, Jeffrey Ludwig, Matt Sernett, James Wyatt

Development and Editing

Scott Fitzgerald-Gray

D&D Group Manager

Mike Mearls

D&D Producer

Greg Bilisland

Senior Creative Director

Jon Schindehette

Art Director

Mari Kolkowsky

Graphic Designers

Bree Heiss, Leon Cortez

D&D Brand Team

**Nathan Stewart, Liz Schuh, Laura Tommervik,
Shelly Mazzanoble, Chris Lindsay, Hilary Ross, John Feil**

Prepress Manager

Jefferson Dunlap

Imaging Technician

Carmen Cheung

Production Manager

Donna Woodcock

Organized Play

Chris Tulach

DUNGEONS & DRAGONS, D&D, Forgotten Realms, their respective logos, Legacy of the Crystal Shard, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the USA and other countries. All Wizards characters and their distinctive likenesses are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

Published by Wizards of the Coast LLC. Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ, UK.

©2013 Wizards of the Coast LLC.

640A4538000002 EN

INTRODUCTION

This document provides the encounters and the monster statistics that support the *Legacy of the Crystal Shard*™ adventure. The adventure is intended to support a range of low-level characters. As a result, not every encounter is designed to target characters of a specific level. Icewind Dale is a perilous place, and if the adventurers charge into danger, they might end up facing something too tough for them to handle. Here are a few tips for helping your players succeed in the adventure despite these threats.

- ◆ **Talk to your players up front.** Some players assume that a Dungeon Master isn't going to throw a challenge at the characters that they can't handle. If your players operate under this assumption, let them know before getting into the adventure that they'll come across encounters where the best approach might be to run away.
- ◆ **Adjust the timeline.** A sense of urgency is an intentional part of this adventure's design. Players shouldn't feel as if they have time to deal with every problem. The adventure has few restrictions regarding when characters can rest and recuperate. If they're resting more often than is desirable, then use events to spur them along. On the other hand, if they're getting badly beaten up, you can modify the timeline presented in the adventure to give them more opportunity to regain resources.
- ◆ **Allow encounters to change.** A wandering monster encountered on the tundra doesn't necessarily fight to the death. Even a savage bear that's likely to defeat the party might retreat if it's badly hurt. A pack of wolves might tire of chasing after fleeing characters and give up. Even the verbeeg near the front of the verbeeg lair can be circumvented if the adventurers think to look for a back entrance. If the players need it, feel free to nudge them to look for alternatives to all-out combat.
- ◆ **Modify the number of monsters.** If the above suggestions don't work, and characters are consistently dying or falling unconscious, consider modifying the number of monsters. Many encounters will work fine with fewer creatures. Alternatively, if the characters are higher level and the players are getting bored because the encounters are too easy, you can add more monsters.

D&D® 3RD EDITION (v.3.5) ENCOUNTERS

This section contains the information you need to run the adventure using 3rd Edition D&D rules or compatible d20 System rules.

Encounters that appear in the *Legacy of the Crystal Shard*™ adventure book or on its accompanying Dungeon Master's Screen are presented here in alphabetical order. Encounters in the adventure book (and in certain places in this section) are marked with bold type and an asterisk. For example, **marauding yetis*** points to the encounter by the same name in this document.

Each encounter identifies the encounter level and the creatures that appear in it. The names of those monsters correspond to statistics presented at the end of the encounters section. If you need to, adjust encounters by adding or subtracting monsters.

Checks: Use ability checks as described in the adventure, but skill checks can replace or modify those checks. For example, an Intelligence check to search is a Search check, while a Dexterity check to open locks is an Open Lock check. Easy checks are DC 10, moderate checks are DC 15, and hard checks are DC 20.

Abandoned Mining Gear

Scattered pieces of mining gear can be found throughout the mines: rope, hammers, picks, spikes, candles, flint, chalk, mirrors, waterskins, dry rations, and dwarven liquor. These were left behind by miners fleeing the tunnels because of a zombie attack, and the dwarves of Battlehammer Hold would be grateful for their return.

Band of Ruffians

EL 2 in Act 1 / EL 5 in Act 2

◆ 4 thugs (Act 1) or 4 tough thugs (Act 2)

These local hotheads are suspicious of any newcomers to town, and spend their days variously blaming dwarves, foreigners, barbarians, wizards, Duversa Shane, Sheriff Markham, and anyone else they can think of for their own misfortunes. They hurl accusations and insults at the party, finding fault with whatever course of action the heroes have been pursuing as of late. If other people are nearby, the ruffians vent their spleen and then depart. If few or no bystanders are present (particularly at night), the ruffians back their words up with violence. They are cowards at heart, however, and if half the ruffians are defeated, the others flee. If the ruffians are searched, the characters discover that they wear amulets or rings made of black ice.

By Act 2, the black ice has begun to physically empower the ruffians. Use tough thugs instead of thugs for the encounter.

Following any encounter with the ruffians, it's a good idea to have bystanders or a passing member of the town guard condemn the ruffians' behavior and thank the characters for the good they're doing in Bryn Shander. It's important for the players to know that the townsfolk appreciate the heroes' efforts, so they don't come to resent the community they're meant to be helping.

Barbarian Sympathizers

These two brothers, Hoedin and Braedin Hewer, have come to Bryn Shander to buy food to take back to Caer-Konig in preparation for what promises to be a long winter. The brothers' barbarian ancestry is evident in their physique, and they sympathize with the plight of Hengar and his tribe.

If the brothers are encountered during Act 1, they express their disapproval of the townsfolk's insensibility to the plight of the barbarians and exhort the adventurers to help Hengar and the Tribe of the Elk. They volunteer to help the party break Hengar free if he's still a prisoner (the brothers have the same statistics as a human warrior).

If Hoedin and Braedin are encountered during Act 2, they tell the characters about the trouble the pirates of Lac Dinneshere have been causing. They entreat the adventurers to come back with them to Caer-Konig to put a stop to the pirates' depredations, and are willing to wait a few days if the characters have other business to conclude first.

Barracks Goblins

EL 3 Encounter

◆ 8 goblins

Bear Attack

EL 4 Encounter

◆ 1 brown bear

Corrupted by the activities of the Ice Witch, this brown bear is unusually aggressive, attacking travelers and fighting to the death.

Bear Tribe Camp

EL 5 Encounter

◆ 1 human war chief (Wolvig Barrundson)

◆ 5 Bear Tribe warriors

The Elk Tribe warriors accompanying the adventurers deal with their share of the Bear Tribe encampment. This encounter represents only the Bear Tribe warriors that the adventurers must face themselves, including the Bear Tribe chief. You can adjust the difficulty of the encounter by forcing the characters to deal with additional warriors, or by having allies help them finish off any warriors they can't handle.

Bear Tribe Hero

EL 4 Encounter

- ◆ 1 human war chief
- ◆ 3 Bear Tribe warriors

A mighty hero of the Bear Tribe and his faithful followers challenge the adventurers as they make their way across the field of battle.

Bear Tribe Raiders

EL 3 Encounter

- ◆ 3 Bear Tribe warriors

These warriors have been ranging out across the tundra from their new camp at Evermelt to raid the other barbarian tribes. Eager to win treasure and spill blood in the Frostmaiden's name, they attack without hesitation and fight without mercy. Giving themselves over to their battle frenzy, these barbarians fight to the death.

Beleaguered Allies

In the heat of combat, the adventurers come across a group of allied forces fighting a losing battle against a stronger force. Roll to determine the allies and enemies.

1d6 Allies	1d10 Enemies
1-2 Dwarves	1-3 Bear Tribe raiders*
3-4 Elk Tribe warriors	4-5 Wolf attack*
5-6 Human warriors	6-7 Yeti attack*
	8-9 Bear attack*
	10 Dragon and witch*

Black Ice Guards

EL 5 Encounter

- ◆ Baerick Hammerstone
- ◆ 4 dwarf warriors
- ◆ 1 human rogue (black ice emissary)

Black Ice Merchant

This merchant—a dwarf by the name of Clagg Halfhammer—has come from the dwarven valley to sell black ice trinkets in Bryn Shander's market. He's heard rumors regarding the schism between Stokely and Baerick, and about dwarves going missing in the mines. He is now fearful of the prospect of returning home—a fear that is only exacerbated by his constant exposure to black ice. He suggests that the heroes buy his trinkets if they anticipate going to the valley, since Baerick shows favor to those who wear black ice. This is a falsehood, however—Baerick bestows black ice weapons and armor on his followers, but characters wearing black ice gain no special advantage.

Blinding Snow

A sudden storm fills the air with driving snow, obscuring vision around the adventurers. All creatures in the area have concealment. Roll an additional encounter.

Chasm Crossing

As the adventurers cross the ice, they reach a chasm that must be traversed. If they cannot do so, they must turn back and find a new route, adding 1d4 hours to their travel time. The chasm is 1d3 × 10 feet wide, and drops 30 feet into ice-filled water. You can adjudicate the adventurers' attempts to cross the chasm as you see fit.

A fall into the chasm deals 3d6 damage. In addition to the threat of drowning, a creature that starts its turn in the water takes 1d6 cold damage.

Chosen's Call

EL 6 Encounter

- ◆ Hedrun the Ice Witch
- ◆ 2 animated black ice statues

Collapsing Tunnels

Certain tunnels in the abandoned areas of the mine were trapped to protect the dwarves from the invasion of Akar Kessell's armies. Most of those traps were triggered during the invasion, but a few runes remain in out-of-the-way tunnels. A character can detect a rune with a DC 15 Search check or with a *detect magic* spell.

The rune can be safely disabled with a DC 20 Thievery check. On a failed check, a blast in the tunnel brings part of the ceiling down. Any creature in a collapsing section of tunnel must make a DC 10 Reflex saving throw. On a failed save, the target takes 2d6 bludgeoning damage, falls prone, and is buried under 1d6 feet of rubble. While buried, the target is restrained and cannot stand, and the only action it can take on its turn is to make a DC 15 Strength check or Escape Artist check to escape. This check takes a penalty equal to the number of feet of rubble covering the target. An unburied creature adjacent to the target can attempt to pull the target free as an action by making the same Strength check.

When a tunnel collapses, it is completely blocked off. The rune disappears and the trap is disabled. After a collapse, it takes 5 hours of work to clear a space 10 feet on a side; each additional character reduces this time by 1 hour.

When the characters encounter a collapsing tunnel trap, no more encounters are possible until the tunnel is cleared or the characters double back to explore different tunnels.

Cult Assassins

EL 3 Encounter in Act 1 / EL 4 Encounter in Act 2

- ◆ 5 thugs
- ◆ 2 dark adepts (Act 2 only)

Devotees of Auril are not a major force in Ten-Towns at the start of the adventure, but their influence grows quickly. By fighting off the yeti at the gates of Bryn Shander, freeing Hengar from Auril's wrath, or simply asking too many questions, the adventurers can come to the cultists' attention, with violent results. Cultists might also attack the adventurers simply because they're strangers and will therefore not be missed.

Since the cultists are otherwise normal townsfolk, it's easy for them to gain surprise in this encounter, and the heroes likely have little or no warning before they're attacked. The characters might be drinking in a tavern when they notice the other patrons eying them while the barkeep methodically closes the windows and doors. Alternatively, they might be helping a guard resolve a dispute between two bickering merchants when all three suddenly draw daggers and attack the heroes. The sense of strangeness surrounding these encounters is heightened by the cultists giving no indication of why they're attacking the characters—and by their compulsion to fight to the death. Searching any body reveals an object bearing Auril's mark, frequently carved from black ice.

By Act 2, Auril's power has grown to the point where her faithful are learning to channel that power. The cultists are led by two dark adepts.

Displaced Fisher

Bratha Junn is a fisher from Caer-Konig who has decided to pack up her few worldly belongings and move to Lonelywood. Hungry for company on the road and afraid of the prospect of beasts or a winter squall, she invites the adventurers to travel with her. Reroll or ignore this encounter if it occurs more than once, or if the adventurers are not on the road to Lonelywood.

Bratha explains that she left Caer-Konig because the competition and violence of fishing Lac Dinneshere became too much to handle. Disputes over fishing territory were bad enough, but now that pirates have started sinking ships, she wants nothing more to do with her former life. She counts herself lucky that she had few ties to Caer-Konig, and looks forward to the peace and quiet of Lonelywood.

Dragon Sighting

A white dragon flies through the sky a good distance ahead. The adventurers spot it easily before it spots them. Unless they do anything to provoke it, it soars overhead without noticing them. If they do provoke it, they face a potentially lethal encounter. See the *Monster Manual*, page 77, for the adult white dragon's statistics.

Dragon and Witch

EL 5 Encounter

- ◆ 1 Ice Witch's simulacrum
- ◆ 1 skeletal white dragon (Icingdeath)

The adventurers face the skeleton of Icingdeath and the simulacrum either in Evermelt or elsewhere.

When the simulacrum is destroyed, the skeletal dragon collapses to a heap of bones.

Dragon's Lair: If the characters face Icingdeath's skeleton in the dragon's lair, they can recover some of the creature's valuable treasure encased in ice. For every minute they spend chipping away at ice, they uncover one of the following (to a maximum of ten treasures).

1d10	Description
1	50 gp and 250 sp
2	Three gems worth 50 gp each
3	A <i>potion of cure moderate wounds</i>
4	A necklace of ivory and gold worth 100 gp
5	400 cp
6	120 gp and 95 cp
7	Six gems worth 10 gp each
8	A +1 <i>battleaxe</i> of dwarven make
9	A silver bracer worth 90 gp
10	50 gp and a gem worth 100 gp

HEDRUN'S SIMULACRA

Simulacrum is a spell that allows the caster to create a partially real, illusory duplicate of a creature, formed from ice and snow. The duplicate looks like the original creature and remains under its creator's absolute control. If reduced to 0 hit points, it reverts to snow and melts or blows away in the wind.

The spell ordinarily creates a zombie-like creature, though additional magic can imbue it with a life force and some portion of the original creature's knowledge and personality. Hedrun's ability to create a simulacrum of herself is unusual, however. In effect, her simulacrum is an extension of herself, allowing her to travel Icewind Dale without putting herself at risk. The simulacrum can use all of her spells and other abilities, and it speaks and acts with Hedrun's full knowledge. She can have only one simulacrum active at a time.

When the simulacrum is destroyed, Hedrun requires about a day to create a new one, and the simulacrum must then make the journey from her tower to the dale. Thus, after destroying a simulacrum, adventurers will not encounter a new one for at least two days.

Dwarf Patrol

EL 3 Encounter

- ◆ 5 dwarf warriors

On the Road to Kelvin's Cairn: The noise of this patrol carries through the snow before the dwarves come into view, even on the flat tundra. These dwarves are charged with keeping watch on the road, to ensure that travelers seeking their homes in the valley remain safe. However, they are too busy arguing among themselves to perform their duty. Although these dwarves remain loyal to Stokely Silverstream, three members of the patrol (including its leader) wield axes crafted with Baerick Hammerstone's black ice, and it has made them belligerent and overbearing.

The dwarves argue among themselves about the quality of the black ice axes, the route the patrol takes, their pace on the road, the approaching weather, the cause of the harsh winter, and what to do when they spot the adventurers. In fact, it's hard for the characters to get a word in edgewise, so vociferous is the dwarves' debate. If provoked, the dwarves wielding black ice might attack the adventurers while the other dwarves plead for calm.

In the Dwarf Mines: Two different dwarf patrol encounters might occur in the dwarf mines.

Battlehammer Patrol: This patrol is cautious but not hostile, particularly if the adventurers have already made their presence known in Battlehammer Hold. If the characters haven't yet talked to Stokely, the dwarves urge them to do so.

The dwarves can provide information regarding what's happening in the mines—specifically, the presence of zombies and the conflict with Baerick's dwarves. They blame Baerick, not his black ice, for their troubles, but some of the dwarves have kin among Baerick's dwarves and find their behavior inexplicable.

The dwarves fight to defend themselves, but they would rather bring the adventurers to Stokely as captives than as corpses. They try to flee if the adventurers overpower them.

Halls of Black Ice Patrol: The dwarves of this patrol are belligerent, demanding to know what the adventurers are doing in their mines, accusing them of coming to steal from them, and threatening death if the adventurers don't leave the mines at once. The dwarves appear to be spoiling for a fight—or the chance to loot the characters' corpses.

Elk Tribe Hunter

The young barbarian Wigleff was part of a larger hunting party attacked by a group of Bear Tribe warriors while out on the tundra. Reroll or ignore this encounter if it occurs more than once.

All the other Elk Tribe hunters were slain, but Wigleff was knocked out during the fight and left for dead. Stripped of his weapons and supplies, he is stumbling half frozen through the snow when the adventurers discover him.

Wigleff's injuries are superficial, and he quickly recovers his strength if offered food and drink. He can help guide the adventurers to the Elk Tribe's camp if they don't have the benefit of Hengar's aid, or can repeat Hengar's plea for help if the characters are involved in other strands of the adventure.

Fight on the Lake

EL 6 / EL 7 Encounter

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 12 thugs and tough thugs (pirates); see below

Derrick and a dozen pirates sail the *Howling Fiend*, but at your option, more pirates might sail alongside them in a second boat. Derrick tries to ram the adventurers' vessel, after which he and half his crew board the party's boat to fight hand-to-hand. The rest of the pirates attack from the deck of the *Howling Fiend*.

Except for Derrick, the pirate crew's arms and armor depend on the outcome of the Easthaven raid. If the raid was successful (or if the adventurers pursued Davrick Fain before turning their attention to Easthaven), three of the pirates accompanying Derrick are outfitted with short swords, crossbows, and better armor (use the tough thug statistics block). The others wield only daggers in melee and at range (use the thug statistics block).

Fleeing Merchant

Gatha Dureen is a merchant from Bryn Shander driving a small wagon to Targos, where she intends to relocate. Three hours into the journey, the road has split off to Targos and this encounter can't occur. A dwarf patrol encounter occurs instead.

Gatha has operated her family's bakery in Bryn Shander for twenty years, but is now fleeing to escape the vandalism and intimidation of the Ship Rethnor thugs who work for Vaelish Gant. She is a middle-aged human female with coppery-red hair and gray-blue eyes. Soft-spoken and gentle, Gatha has a loud laugh—though it takes a great deal to make her laugh these days. She is deeply upset about having to leave Bryn Shander, and would love to be able to go back and feel safe. The bakery has been in her family for five generations, and she is overwhelmed with guilt for breaking the tradition. Her wagon is loaded with flour, yeast, and various spices.

Gant's Offices

EL 5 Encounter

- ◆ 1 wererat (Slim)
- ◆ 4 human warriors
- ◆ 1 quasit

The sigil on the door of Gant's office is a magical glyph trap. The glyph can be detected with a *detect magic* spell or a DC 13 Search check. When detected, the glyph can be disabled with a DC 13 Disable Device check (failure by 5 or more triggers the trap). If the trap triggers, any creature within 10 feet of the door must make a DC 16 Reflex saving throw. On a failed save, the creature takes 3d6 lightning damage, or half damage on a successful save.

Goblin Ambush

EL 3 Encounter

- ◆ 8 goblins

Goblin sentries lurk in the verbeeg lair where Davrick Fain is planning to hatch a remorhaz. Dressed in white furs, they hide in snowbanks waiting for travelers. As the adventurers pass near, the goblins attack with a barrage of arrows.

If the adventurers are not traveling on the Eastway, the goblins are en route to the road and can't set up an effective ambush.

Goblin Guards

EL 2 Encounter

- ◆ 6 goblins

If this encounter is being used as part of the back entrance to Rycher's Lair, and if Rycher had reason to suspect the arrival of hostile adventurers, then he dismisses the goblins in favor of traps. See **Rycher's Lair***.

Green Slime

EL 4 Encounter

- ◆ 1 green slime

A patch of green slime drops from the tunnel ceiling onto a passing adventurer.

Hideout Guards

EL 1 Encounter

- ◆ 2 human warriors

Hideout Thugs

EL 5 Encounter

- ◆ 2 wererats
- ◆ 6 human warriors

Iceberg Collision

As the characters row through a narrow channel in the Sea of Moving Ice, icebergs to each side begin to close the

gap, threatening to crush them. Give the adventurers a few rounds to come up with a means of escape—perhaps making Strength checks to row quickly out from between the bergs, using magic to put a strong barrier between them, or scaling the side of one iceberg before it hits the other. Both icebergs feature plenty of crevices where characters can hide or attempt to climb, even after the bergs have collided.

If the characters fail to escape, their boats are destroyed and they are dropped into the ice-cold water. In addition to the threat of drowning, a creature that starts its turn in the water takes 1d8 bludgeoning damage and 1d6 cold damage.

Ice Fracture

As the adventurers move across a floe, the ice cracks with a thundering boom and splits beneath their feet. This functions as a pit trap (DC 10 Reflex saving throw to avoid), dropping affected characters 1d3 × 10 feet into ice-filled water. The fall deals 1d6 damage per 10 feet. In addition to the threat of drowning, a creature that starts its turn in the water takes 1d6 cold damage.

Ice Hunters

The adventurers come across a group of six local hunters dressed in heavy furs and steering kayaks through the treacherous ice. The hunters are in search of seals and beluga whales to provide food in the harsh winter. They are not hostile to the adventurers unless attacked, and can direct them to the Ice Witch's tower. If attacked, the hunters fight as Bear Tribe warriors.

Ice Witch's Raiders

EL 4 Encounter

- ◆ 2 Bear Tribe warriors
- ◆ 3 orcs

The servants of the Ice Witch patrol the Sea of Moving Ice to protect her tower from intruders.

Kessell's Trap

EL 4 Encounter

- ◆ 2 giant spiders
- ◆ 4 zombies
- ◆ Akar Kessell (noncombatant)

King Günvald

EL 5 Encounter

- ◆ 1 human war chief (King Günvald)
- ◆ 4 Bear Tribe warriors
- ◆ 3 orcs

Lurching Iceberg

While the adventurers are trekking across an iceberg, it crashes into another one. The ice shakes beneath their feet, then tilts sharply. Each character must make a DC 10 Reflex saving throw or fall prone, slide down the slope, and make a second DC 10 Reflex saving throw or slip into the ice-cold water. In addition to the threat of drowning, a creature that starts its turn in the water takes 1d6 cold damage.

Major NPC

The heroes have a chance encounter with one of the major NPCs (nonplayer characters) in Bryn Shander. Duveesa Shane, Sheriff Markham, Vaelish Gant, Slim, Marek the Shank, or Helda Silverstream are all candidates for this encounter, as are any NPCs from elsewhere in Ten-Towns who might be in Bryn Shander on business (most likely one of the speakers). If the characters are outside Bryn Shander, use any NPC detailed in the Setting Book.

This is a good chance to point the characters toward new quests, to remind them about old ones they've been ignoring, or to weave connections between disparate parts of the adventure. For example, if the heroes encounter Vaelish Gant while trying to smuggle Hengar out of town, the wizard might offer the barbarian a black ice charm. He ostensibly does so to provide protection against the Ice Witch's magic. However, he secretly hopes that the black ice's corrupting influence will make Hengar an easy target for later manipulation if Gant decides to exploit the barbarian tribes.

Marauding Yetis

EL 4 Encounter

- ◆ 1 yeti
- ◆ 2 young yetis

This encounter represents the yetis that the player characters must deal with. Additional yetis attack the caravan and the town, but other caravan or town guards kill and drive them off in the same time it takes for the adventurers to dispatch their foes in this encounter. You can adjust the difficulty of the encounter by forcing the characters to deal with additional yetis, or by having guards help them finish off any they can't handle.

Marek the Shank

EL 3 Encounter

- ◆ Marek the Shank
- ◆ 1 wolf

Nighttime Break-in

EL 4 Encounter

- ◆ 4 human warriors
- ◆ Marek the Shank

When he flees, Marek uses his smoke bomb (a standard action), creating a 20-foot-radius cloud centered on a point within 20 feet of him. Creatures have concealment while within the cloud, which lasts for 1 minute or until dispersed by a wind of 11 mph or greater.

Orc Champion

EL 4 Encounter

- ◆ 1 orc champion
- ◆ 5 orcs

A fierce orc leader leads its lesser allies against the adventurers as they cross the battlefield.

Overwhelming Odds

The adventurers find themselves faced with two deadly threats at once. Roll twice on the following table and refer to the indicated encounters.

1d10	Enemies
1-3	Bear Tribe raiders*
4-5	Wolf attack*
6-7	Yeti attack*
8-9	Bear attack*
10	Dragon and witch*

Pirate Crew

EL Varies

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 1 tough thug (Pyrse)
- ◆ Up to 30 thugs and tough thugs (pirates), see below

The full pirate crew consists of thirty pirates, in addition to Derrick and Pyrse. At the hideout, the adventurers find this number minus any pirates the adventurers defeated at Easthaven or any time thereafter.

Except for Derrick and Pyrse, the pirate crew's arms and armor depend on the outcome of the Easthaven raid. If the raid was successful (or if the adventurers pursued Davrick Fain before turning their attention to Easthaven), one-third of the pirates are outfitted with short swords, crossbows, and better armor (use the tough thug statistics block). The others wield only daggers in melee and at range (use the thug statistics block).

Pirate Raid

EL 5 Encounter

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 5 thugs (pirates)

If the adventurers join the fray, half the pirates break off to fight them while the rest concentrate on looting Rurden's Armory. (If the adventurers position themselves in front of the building, the other pirates circle around to try to find or create another way in). Derrick joins the attack on the party, unable to resist a fight. However, despite his violent temper, Derrick backs off if he's reduced to half his hit points, yelling at his compatriots to harry his attackers. He's not used to sustaining heavy losses, and if the adventurers take down five or more of his pirates, Derrick calls the rest back to their ships to make a hasty getaway.

Poachers

EL 4 Encounter

- ◆ 24 human commoners (miners; noncombatants) ◆ 3 human warriors
- ◆ 1 tough thug

This group of townsfolk and sellswords, under the leadership of a member of Ship Rethnor, carries out Vaelish Gant's will beyond Ten-Towns. Though the miners stand fast behind the better-armed warriors, they immediately flee if a fight breaks out.

Polar Bear Attack

EL 4 Encounter

- ◆ 1 polar bear

Even more aggressive than the brown bears of the tundra thanks to the actions of the Ice Witch, this polar bear attacks the adventurers' boats.

Portage

Two icebergs have collided ahead of the adventurers, closing off the channel they hoped to use. They can backtrack, adding $1d4 + 1$ hours to their journey, or they can carry their boats across the ice to the next stretch of water, adding only 1 hour.

Rampaging Bear

EL 4 Encounter

- ◆ 1 brown bear

A bear rampages across the battlefield, undaunted by the attacks of nearby allied soldiers.

ARCTIC CATS

Icwind Dale is home to two varieties of white-furred great cats, both of which pose a threat to travelers on the northern roads.

The fabled crag cat, also called the Hunter-of-Men, is a sure-footed predator that favors rock ledges and cliffs in the highlands. It is a great cat with long, sharp teeth, possessing certain magical abilities that make it particularly fearsome. Its cry sounds like a sudden, human scream of terror. It can't be detected or traced by magic, though some folk say they can "feel" when one is near or watching. And it has a natural resistance to magic that can sometimes turn a spell back on its caster.

Tundra cats are related to crag cats, but lack their magical characteristics. They are more or less identical to white-furred tigers, though they have the same screaming cry as their mountain-dwelling cousins.

Remorhaz Lair

EL 6 Encounter

- ◆ Davrick Fain
- ◆ 1 human war chief (Rycher)
- ◆ 1 young remorhaz

Rycher's Cats

EL 6 Encounter

- ◆ 2 crag cats

These white-furred, long-fanged beasts are at least nominally tamed by the "wild man" Rycher, but they hunt freely on the western slopes of Kelvin's Cairn and down to Maer Dualdon. They ambush travelers but flee quickly from prey that fights back.

One of the cats leaps out to ambush passersby, hoping to fell its target quickly. The other remains hidden, waiting for characters to flee or become separated from the group before striking. If the adventurers stand their ground after the initial ambush, the cats retreat. If the beasts are pursued, they race back to Rycher's cave.

Rycher's Lair

EL 7 Encounter

- ◆ 1 human war chief (Rycher)
- ◆ 2 crag cats

At your discretion, if Rycher had reason to suspect the arrival of hostile adventurers, he might have set his three bear traps in the cave entrance. However, he does so only if his two cats are safe with him inside the cave. The bear traps are hidden beneath cloths, and detecting them requires a DC 15 Search check. If they are not detected, any character moving through the lair has a 25 percent chance of stepping on one of the traps. If a trap is sprung, the character who triggered it must succeed on a DC 20 Reflex saving throw. On a failed save, that character takes 2d8 piercing damage and is restrained until the trap can be opened with a DC 20 Strength check or disabled with a DC 15 Disable Device check.

Ship Rethnor Thugs

EL 2 Encounter if no wererat; EL 4 Encounter with one wererat; EL 6 Encounter with four wererats

- ◆ 4 human warriors, with one possibly a wererat (Act 1)
- ◆ 4 wererats (Act 2)

Random Encounter: These thugs are going about their daily business of bullying and terrorizing the local populace. If the heroes haven't yet had any run-ins with Slim or Marek the Shank, the thugs try to bully them into paying "traveler's dues" to guarantee safe passage while going about their business in Bryn Shander. If the characters refuse to pay, the thugs pretend to back off, then tail the adventurers and ambush them as soon as the opportunity presents itself.

If the characters have already encountered either Slim or Marek, the thugs know who they are and attack them on sight. They taunt the adventurers as they fight: "Slim said to give you his regards . . ." If the characters have already taken Slim and Marek down, the thugs vow vengeance for their leaders' demise: "Nobody crosses Ship Rethnor and lives to brag about it!"

In Act 1, there is a 50 percent chance that one of the thugs is a wererat. By Act 2, all the thugs have been infected with lycanthropy and have become wererats.

In the Council Hall: A similar group of thugs awaits the adventurers in the council hall if they answer the forged note ostensibly from Duessa Shane. In this case, one of the thugs is automatically a wererat.

In Caer-Konig: Another group of thugs carries out Vaelish Gant's schemes around Lac Dinneshere. These thugs do not include a wererat.

Slim's Ambush

EL 4 Encounter

- ◆ 1 wererat (Slim)
- ◆ 4 human warriors

Suspicious Merchant

Faedrith Guldan is a merchant from Bremen, traveling home with a wagon from a trip to Bryn Shander. Reroll this encounter if it occurs more than once or if the adventurers are not on the road to Bremen.

Guldan draws a sword at the adventurers' approach and challenges them, believing they might mean him harm. If they manage to convince him that they don't intend to hurt or rob him, he explains the reason for his suspicion. While in Bryn Shander, he heard tales of merchants going missing throughout Ten-Towns and along the roads.

Temple of the Storm

EL 5 Encounter

- ◆ Akar Kessell
- ◆ 1 air elemental

Until the Ice Witch is defeated or until the characters leave the Temple of the Storm, freezing winds buffet the adventurers. At the start of each character's turn, he or she must succeed on a DC 10 Fortitude saving throw. On a failed save, the character takes 1d4 cold damage and is pushed 5 feet in a random direction. To determine the direction, roll a d8 and assign a direction to each die face.

Town Guards

EL 3 to EL 5 Encounter

- ◆ 4 human warriors

These guards patrol the streets of Bryn Shander. They spend their time keeping cart traffic moving along the town's crowded thoroughfares, helping locals with minor building repairs, breaking up brawls, and escorting drunkards home so they don't pass out and freeze to death in the street. They also keep an eye out for newcomers to town, both to help them become properly acclimated and to make sure they don't cause trouble.

The guards' attitude is cautious by default. However, there is a 50 percent chance that they recognize the adventurers from the battle at the southern gate, in which case they adopt a friendly posture. If the characters have been seen committing any crimes in town, or if they're traveling in Hengar's company without the sheriff's permission, the guards attempt to place them under arrest. If the adventurers resist, the guards retreat but return quickly with reinforcements (1d6 + 1 additional guards).

Trapped Townsfolk

The adventurers come across a group of ordinary townsfolk huddling behind flimsy shelter, trying to avoid the fray. When the townsfolk spot the heroes, they call out for help, asking the adventurers to escort them safely back to the nearest settlement.

Vaelish Gant

EL 5 Encounter

- ◆ Vaelish Gant, human wizard

Verbeeg Giant

EL 3 Encounter

- ◆ 1 verbeeg (Dardo)

Waterfall Cavern

EL 5 Encounter

- ◆ 1 Bear Tribe shaman
- ◆ 3 Bear Tribe furies

Winter Squall

A sudden, violent storm blows down off the Reghed Glacier. The adventurers can't make any progress across the tundra for 1 hour. There is a 20 percent chance that a combat encounter occurs while the party is stopped during the storm. If this encounter occurs while the party is resting, each character takes a -2 penalty to Fortitude saving throws to withstand the effect of the cold.

Winter Wolf

EL 5 Encounter

- ◆ 1 winter wolf

A winter wolf catches the heroes' scent and decides to take them down.

Wolf Attack

EL 4 Encounter / EL 6 Encounter if winter wolf is present

- ◆ 4 wolves
- ◆ 1 winter wolf (25 percent)

The Ice Witch spurs the beasts of the tundra to attack any humans who dare to brave the winter, making this pack of wolves unusually aggressive. There is a 25 percent chance that the pack is led by a winter wolf.

ZOMBIE ATTACK!

When the adventurers encounter zombies in the mines, be sure to play up the claustrophobic atmosphere and use the terrain to the monsters' advantage. Have the zombies attack from around blind corners, come at the party from behind, or lurch out from behind support beams to attack characters who think they're safely in the middle of the party. After one or two such attacks, even innocuous encounters will have the characters on edge. Is the strange, bent shadow hanging from the tunnel ceiling really a broken beam? Or is a zombie's claw ready to catch unwary passersby?

Yeti Attack

EL 6 Encounter

- ◆ 3 yetis

Spurred by the Ice Witch to indulge their appetite for human flesh, this band of tundra yetis does not shy from attacking even well-armed bands of travelers. The yetis attempt to use the inclement weather and natural terrain to their advantage, setting an ambush for unwary adventurers.

Zombie Pack

EL 4 Encounter

- ◆ 9 zombies

Groups of zombie dwarves wander the mines with no real purpose, attacking any living beings they come across. Some carry mining picks or shovels they use as weapons, dealing piercing or slashing damage instead of the bludgeoning damage of the zombie's slam attack.

D&D 3RD EDITION (v.3.5) STATISTICS

AIR ELEMENTAL, MEDIUM

CR 3

N Medium elemental (air, extraplanar)

Init +9; **Senses** darkvision 60 ft.; **Listen** +3, **Spot** +4

Languages Auran

AC 18, touch 15, flat-footed 13; **Dodge**

hp 26 (4 HD)

Fort +3, **Ref** +9, **Will** +1

Speed fly 100 ft. (20 squares; perfect); **Flyby Attack**

Melee slam +8 each (1d6 + 1)

Base Atk +3; **Grp** +4

Special Actions whirlwind

Abilities Str 12, Dex 21, Con 12, Int 9, Wis 12, Cha 11

SQ air mastery, elemental traits

Feats Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Listen +3, Spot +4

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su) The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 30 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Small or smaller creatures can take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed on a DC 13 Reflex save when it comes into contact with the whirlwind or take 1d6 damage. It must also succeed on a second DC 13 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty to attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's

height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

AKAR KESSELL

CR 3

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; **Listen** +7, **Spot** +7

Languages Abyssal, Chondathan, Common, Illuskan

AC 13, touch 12, flat-footed 11

hp 19 (3 HD)

Resist turn resistance (+2)

Fort +1, **Ref** +5, **Will** +4

Immune ability damage to physical ability scores, ability drain, energy drain, critical hits, death effects, disease, mind-affecting effects, nonlethal damage, poison, paralysis, sleep, stunning

Speed 30 ft. (6 squares)

Melee slam +2 (1d4 plus energy drain)

Base Atk +1; **Grp** +1

Spell-Like Abilities (CL 3rd, +2 melee touch, +4 ranged touch):

2/day—*death knell* (DC 14), *mirror image*

3/day—*mage armor*, *magic missile*, *sleep* (DC 13)

At will—*detect magic*, *inflict minor wounds* (DC 13), *ray of frost*

Abilities Str 11, Dex 15, Con —, Int 14, Wis 9, Cha 14

SQ undead traits

Feats Alertness, Improved Initiative

Skills Concentration +6, Hide +8, Knowledge (arcana) +8, Listen +7, Spellcraft +8, Spot +7

Energy Drain (Su): Living creatures hit by Kessell's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, Kessell gains 5 temporary hit points.

ANIMATED BLACK ICE STATUE CR 2

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; **Listen** -5, **Spot** -5

Languages –

AC 14, **touch** 10, **flat-footed** 14

hp 31 (2 HD)

Fort +0, **Ref** +0, **Will** -5

Immune ability damage, ability drain, energy drain, cold, critical hits, death effects, disease, mind-affecting effects, necromancy effects, nonlethal damage, poison, paralysis, sleep, stunning, effects that require a Fortitude save unless the effect also works on objects or is harmless

Speed 40 ft. (8 squares), ice walk

Melee slam +2 (1d6 + 1)

Base Atk +1; **Grp** +2

Abilities Str 12, Dex 10, Con –, Int –, Wis 1, Cha 1

SQ construct traits

BAERICK HAMMERSTONE CR 2

Male dwarf fighter 2

NE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; **Listen** -1, **Spot** +1

Languages Common, Dwarven

AC 18, **touch** 10, **flat-footed** 18

hp 22 (2 HD)

Fort +5, **Ref** +0, **Will** -1; +2 against poison and magic

Speed 20 ft. (4 squares)

Melee black ice maul +6 (1d10 + 4/×3 plus 1d4 cold)

Ranged light hammer +2 (1d4 + 3)

Base Atk +2; **Grp** +5

Atk Options Power Attack

Abilities Str 17, Dex 10, Con 15, Int 10, Wis 9, Cha 12

SQ dwarf traits

Feats Power Attack, Toughness, Weapon Focus (maul)

Skills Balance -6, Climb -3, Escape Artist -6, Hide -6, Intimidate +3, Jump -6, Move Silently -6, Profession (miner) +1, Spot +1, Swim -9

Possessions black ice full plate armor, black ice maul, 3 throwing hammers

BEAR TRIBE FURY CR 2

Human ranger 2

CN Medium humanoid (human)

Init +2; **Senses** Listen +4, **Spot** +4

Languages Common, Illuskan

AC 15, **touch** 12, **flat-footed** 13; **Two-Weapon Defense**

hp 14 (2 HD)

Fort +4, **Ref** +5, **Will** -1

Speed 30 ft. (6 squares)

Melee short sword +3 (1d6 + 2/19-20) and short sword +3 (1d6 + 1/19-20)

Base Atk +2; **Grp** +4

Atk Options favored enemy animals +2

Abilities Str 15, Dex 14, Con 12, Int 10, Wis 9, Cha 10

SQ wild empathy +2

Feats Track^B, Two-Weapon Defense, Two-Weapon Fighting^B, Weapon Focus (short sword)

Skills Handle Animal +5, Intimidate +2, Knowledge (nature) +7, Listen +4, Ride +4, Search +2, Spot +4, Survival +4

Possessions leather armor, two short swords

BEAR TRIBE SHAMAN CR 1

Human Adept 2

CN Medium humanoid (human)

Init +0; **Senses** Listen +2, **Spot** +2

Languages Common, Illuskan

AC 13, **touch** 10, **flat-footed** 13

hp 11 (2 HD)

Fort +1, **Ref** +0, **Will** +5

Speed 30 ft. (6 squares)

Melee longspear +3 (1d8 + 3/×3)

Reach 10 ft. with longspear

Base Atk +1; **Grp** +3

Adept Spells Prepared (CL 2nd, +3 melee touch, +1 ranged touch):

1st—*command* (DC 13), *endure elements*

0—*cure minor wounds*, *guidance*, *light*

Abilities Str 15, Dex 10, Con 12, Int 13, Wis 14, Cha 13

Feats Armor Proficiency (Light), Toughness

Skills Concentration +5, Heal +5, Knowledge (nature) +6, Knowledge (religion) +6, Survival +3 (+5 aboveground)

Possessions studded leather armor, longspear

BEAR TRIBE WARRIOR (RAGING) CR 1

Male human barbarian 1
CN Medium humanoid (human)
Init +1; Senses Listen +0, Spot +2
Languages Common (illiterate), Illuskan (illiterate)

AC 12, touch 9, flat-footed 11

hp 16 (1 HD)

Fort +8, Ref +1, Will +2

Speed 40 ft. (8 squares)

Melee greatsword +5 (2d6 + 6/19-20)

Ranged longbow +2 (1d8/×3)

Base Atk +1; Grp +5

Atk Options Power Attack, rage 1/day (7 rounds)

Special Actions rage (1/day)

Abilities Str 18, Dex 13, Con 18, Int 9, Wis 11, Cha 10

SQ Fast Movement

Feats Great Fortitude, Power Attack

Skills Balance -2, Climb +1, Escape Artist -2, Hide -1,
Intimidate +4, Jump +3, Move Silently -2, Spot +2, Survival
+4, Swim -2

Possessions hide armor, greatsword, longbow with 20 arrows

When not raging, the Bear Tribe warrior has the following
changed statistics:

AC 14, touch 11, flat-footed 13

hp 14 (1 HD)

Fort +6, Will +0

Melee greatsword +3 (2d6 + 3/19-20)

Grp +3

Abilities Str 14, Con 14

Skills Climb -1, Jump +1, Swim -4

BROWN BEAR CR 4

N Large animal
Init +1; Senses low-light vision, scent; Listen +4, Spot +7
Languages –

AC 15, touch 10, flat-footed 14

hp 51 (6 HD)

Fort +9, Ref +6, Will +3

Speed 40 ft. (8 squares)

Melee 2 claws +11 each (1d8 + 8) and
bite +6 2d6 + 4)

Space 10 ft.; Reach 5 ft.

Base Atk +4; Grp +16

Atk Options improved grab

Abilities Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Feats Endurance, Run, Track

Skills Listen +4, Spot +7, Swim +12

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

CRAG CAT CR 4

N Large animal
Init +2; Senses low-light vision, scent; Listen +3, Spot +3
Languages –

AC 13, touch 11, flat-footed 11

hp 45 (6 HD)

Fort +8, Ref +7, Will +3

Speed 40 ft. (8 squares)

Melee 2 claws +9 each (1d8 + 6) and
bite +4 (2d6 + 3)

Space 10 ft.; Reach 5 ft.

Base Atk +4; Grp +14

Atk Options improved grab, pounce, rake

Abilities Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6

Feats Alertness, Improved Natural Attack (bite), Improved
Natural Attack (claw)

Skills Balance +6, Hide +3 (+8 in snow or rock), Listen +3,
Move Silently +9, Spot +3, Swim +11

Improved Grab (Ex) To use this ability, a crag cat must hit with
a claw or 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 rake.

Pounce (Ex) If a crag cat charges a foe, it can make a full attack,
including two rake attacks.

Rake (Ex) Attack bonus +9 melee, damage 1d8 + 3.

DARK ADEPT CR 1

Human adept 2
CE Medium humanoid (human)
Init +0; Senses Listen +2, Spot +2
Languages Common

AC 14, touch 10, flat-footed 14

hp 14 (2 HD)

Fort +1, Ref +0, Will +5

Speed 30 ft. (6 squares)

Melee spear +2 (1d8 + 1/×3)

Ranged dagger +1 (1d4 + 1)

Base Atk +1; Grp +2

Adept Spells Prepared (CL 2nd, +2 melee touch, +1 ranged
touch):

1st—*cause fear* (DC 13), *protection from good*

0—*guidance* (2), *light*

Abilities Str 12, Dex 11, Con 13, Int 10, Wis 15, Cha 9

Feats Armor Proficiency (Light), Toughness

Skills Balance -2, Climb -1, Concentration +6, Escape Artist -2,
Gather Information +1, Hide -2, Intimidate +1, Jump -1, Move
Silently -2, Survival +4, Swim -3

Possessions chain shirt, dagger, spear

DAVRICK FAIN

CR 3

Male human cleric 3
CE Medium humanoid (human)
Init +0; Senses Listen +3, Spot +3
Languages Auran, Common, Illuskan

AC 16, touch 10, flat-footed 16
hp 23 (5 HD)
Fort +5, Ref +1, Will +8

Speed 20 ft. (4 squares)
Melee morningstar +4 (1d8 + 2)
Base Atk +2; Grp +4
Cleric Spells Prepared (CL 3rd, +4 melee touch, +2 ranged touch):
2nd—*bull's strength, spiritual weapon, wind wall*^D
1st—*bless, cure light wounds, divine favor, protection from good*^D (CL 4th)
0—*cure minor wounds, detect magic, light, resistance*
D: Domain spell. Domains: Air, Evil

Abilities Str 14, Dex 10, Con 15, Int 11, Wis 16, Cha 13
SQ rebuke, command, or bolster air creatures as an evil cleric rebukes undead (4/day)
Feats Combat Casting, Iron Will, Persuasive
Skills Balance -6, Bluff +5, Climb -4, Concentration +5, Escape Artist -6, Gather Information +2, Hide -6, Intimidate +5, Jump -10, Knowledge (religion) +3, Move Silently -6, Survival +4, Swim -10
Possessions chainmail, light steel shield, morningstar

DWARF WARRIOR

CR 1/2

Dwarf warrior 1
LN Medium humanoid (dwarf)
Init +0; Senses darkvision 60 ft.; Listen +2, Spot +2
Languages Common, Dwarven

AC 16, touch 10, flat-footed 16
hp 6 (1 HD)
Fort +4, Ref +0, Will -1; +2 against poison and magic

Speed 20 ft. (4 squares)
Melee dwarven waraxe +3 (1d10 + 1×3)
Ranged shortbow +1 (1d6×3)
Base Atk +1; Grp +2

Abilities Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6
SQ dwarf traits
Feats Weapon Focus (dwarven waraxe)
Skills Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2
Possessions scale mail, dwarven waraxe, shortbow with 20 arrows

GIANT SPIDER

CR 1

N Medium vermin
Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +4
Languages –

AC 14, touch 13, flat-footed 11
hp 11 (2 HD)
Fort +4, Ref +3, Will +0

Speed 30 ft. (6 squares), climb 20 ft.
Melee bite +4 (1d6 plus poison)
Base Atk +1; Grp +1
Atk Options poison (DC 12, 1d4 Str/1d4 Str)
Special Actions web
Abilities Str 11, Dex 17, Con 12, Int 0, Wis 10, Cha 2
SQ vermin traits
Feats Weapon Finesse^B
Skills Climb +11, Hide +7 (+15 in webs), Jump +0, Move Silently +3 (+11 in webs), Spot +4

Web (Ex) Giant spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Giant spiders can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape as a standard action with a successful DC 12 Escape Artist check or burst the web with a successful DC 16 Strength check.

Giant spiders often create sheets of sticky webbing 20 feet square. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 6 hit points, and sheet webs have damage reduction 5/-. A giant spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

GOBLIN

CR 1/3

NE Small humanoid (goblinoid)
Init +1; Senses darkvision 60 ft.; Listen +2, Spot +2
Languages Goblin

AC 15, touch 12, flat-footed 14
hp 5 (1 HD)
Fort +3, Ref +1, Will -1

Speed 30 ft. (6 squares)
Melee morningstar +2 (1d6)
Ranged javelin +3 (1d4)
Base Atk +1; Grp -3

Abilities Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
Feats Alertness
Skills Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2
Possessions leather armor, light shield, morningstar, 3 javelins

GREEN SLIME

CR 4

This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

HEDRUN THE ICE WITCH

CR 5

Female human cleric 5

CE Medium humanoid (human)

Init +6; Senses Listen +3, Spot +3

Languages Auran, Common, Illuskan

AC 16, touch 12, flat-footed 14

hp 36 (5 HD); ice armor

Fort +6, Ref +3, Will +9

Immune cold

Speed 30 ft. (6 squares); Auril's footing

Melee ice spear +2 (1d8 - 1 plus 1d6 cold)

Ranged 2 ice darts +5 each (2d6 cold)

Base Atk +3; Grp +2

Cleric Spells Prepared (CL 5th, +2 melee touch, +5 ranged touch):

3rd—*bestow curse* (DC 16), *cure serious wounds*, *gaseous form*^D

2nd—*cure moderate wounds*, *hold person* (DC15), *shatter* (DC 15), *wind wall*^D

1st—*bane*, *cure light wounds* (2), *doom* (DC 14), *obscuring mist*^D

0—*create water* (2), *detect magic*, *light*, *resistance*

D: Domain spell. Domains: Air, Evil

Abilities Str 9, Dex 14, Con 14, Int 15, Wis 16, Cha 12

SQ rebuke, command, or bolster air creatures as an evil cleric rebukes undead (4/day)

Feats Combat Casting, Improved Initiative, Iron Will

Skills Bluff +4, Concentration +8, Diplomacy +4, Intimidate +4, Knowledge (nature) +5, Knowledge (religion) +5, Sense Motive +5, Survival +6

Auril's Footing: Hedrun ignores difficult terrain consisting of ice or snow.

Freezing Aura: Liquid water that comes within 5 feet of Hedrun instantaneously freezes. She can traverse bodies of water across such ice, but the ice melts immediately to prevent other creatures from doing the same.

Ice Armor: Hedrun's ice armor makes her immune to cold damage. Additionally, whenever Hedrun takes damage, she can apply half to her ice armor. Her ice armor can absorb no more than 16 hit points per day.

Tundra Empathy: Beasts of the arctic are aggressive toward Hedrun only if she harms them first.

HUMAN COMMONER

CR 1/4

Human commoner 1

N Medium humanoid

Init +0; Senses Listen +0, Spot +0

Languages Common

AC 10, touch 10, flat-footed 10

hp 4 (1 HD)

Fort +2, Ref +0, Will +0

Speed 30 ft. (6 squares)

Melee club +0 (1d6)

Base Atk +0; Grp +0

Abilities Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10

Feats Great Fortitude, Negotiator

Skills Craft (various) +4, Diplomacy +2, Gather Information +3, Profession (various) +4, Sense Motive +2

HUMAN ROGUE

CR 2

Human rogue 2

NE Medium humanoid (human)

Init +3; Senses Listen +0, Spot +3

Languages Common

AC 15, touch 13, flat-footed 12; Dodge

hp 11 (2 HD); evasion

Fort +1, Ref +6, Will +0

Speed 30 ft. (6 squares)

Melee short sword +3 (1d6 + 2/19-20)

Ranged sling +4 (1d4 + 2)

Base Atk +1; Grp +3

Atk Options sneak attack +1d6

Abilities Str 14, Dex 16, Con 13, Int 9, Wis 11, Cha 12

SQ trapfinding

Feats Dodge, Great Fortitude

Skills Balance +5, Bluff +6, Climb +5, Diplomacy +3, Gather Information +4, Hide +8, Intimidate +6, Jump +9, Move Silently +8, Search +2, Spot +3, Tumble +10

Possessions leather armor, short sword, sling with 10 sling bullets

Evasion (Ex) Take no damage on a successful Reflex save.

HUMAN WAR CHIEF

CR 2

Human warrior 3

N Medium humanoid

Init +2; Senses Listen +0, Spot +0

Languages Common

AC 17, touch 12, flat-footed 15

hp 23 (3 HD)

Fort +4, Ref +3, Will +1

Speed 20 ft. (4 squares); Run

Melee battleaxe +6 (1d8 + 2/×3)

Ranged javelin +5 (1d6 + 2)

Base Atk +3; Grp +5

Abilities Str 14, Dex 14, Con 12, Int 11, Wis 11, Cha 12

Feats Run, Toughness, Weapon Focus (battleaxe)

Skills Balance -3, Climb +0, Diplomacy +2, Escape Artist -3, Hide -3, Intimidate +7, Jump -6, Move Silently -3, Survival +2, Swim -8

Possessions hide armor, heavy wooden shield, battleaxe, 3 javelins

HUMAN WARRIOR

CR 1/2

Human warrior 1

N Medium humanoid

Init +0; Senses Listen +1, Spot -1

Languages Common

AC 12, touch 10, flat-footed 12

hp 11 (1 HD)

Fort +2, Ref +0, Will -1

Speed 30 ft. (6 squares)

Melee short sword +2 (1d6 + 1/19-20)

Base Atk +1; Grp +2

Abilities Str 12, Dex 10, Con 10, Int 10, Wis 9, Cha 10

Feats Skill Focus (Gather Information), Toughness

Skills Gather Information +5, Listen +1, Swim +5

Possessions leather armor, short sword

ICE WITCH'S SIMULACRUM

CR 3

The simulacrum uses the same statistics block as Hedrun the Ice Witch, with the adjustments noted here.

hp 15 (5 HD); ice armor

MAREK THE SHANK

CR 2

Male hobgoblin fighter 2

LE Medium humanoid (goblinoid)

Init +5; Senses darkvision 60 ft.; Listen +0, Spot +0

Languages Common, Dwarven, Goblin

AC 16, touch 11, flat-footed 15

hp 20 (2 HD)

Fort +4, Ref +1, Will +0

Speed 30 ft. (6 squares)

Melee longsword +5 (1d8 + 2/19-20)

Ranged longbow +3 (1d8/×3)

Base Atk +2; Grp +4

Abilities Str 14, Dex 12, Con 13, Int 12, Wis 10, Cha 16

Feats Improved Initiative, Toughness, Weapon Focus (longsword)

Skills Balance -2, Climb -1, Escape Artist -2, Handle Animal

+8, Hide -2, Intimidate +7, Jump +1, Move Silently +2, Ride

+3, Survival +2, Swim -4

Possessions studded leather armor, heavy wooden shield, longsword, longbow with 20 arrows

ORC

CR 1/2

CE Medium humanoid (orc)

Init +0; Senses darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Orc

AC 13, touch 10, flat-footed 13

hp 5 (1 HD)

Fort +3, Ref +0, Will -2

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee falchion +4 (2d4 + 4/18-20)

Ranged javelin +1 (1d6 + 3)

Base Atk +1; Grp +4

Abilities 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Alertness

Skills Listen +1, Spot +1

Possessions studded leather armor, falchion, 3 javelins

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

ORC CHAMPION (RAGING)

CR 2

Orc barbarian 2

CE Medium humanoid (orc)

Init +0; Senses darkvision 60 ft.; Listen +0, Spot +1

Languages Common, Orc

AC 11, touch 8, flat-footed 11

hp 24 (2 HD)

Fort +6, Ref +0, Will +2

Speed 40 ft. (8 squares)

Melee greataxe +8 (1d12 + 9/×3)

Ranged javelin +2 (1d6 + 6)

Base Atk +2; Grp +6

Atk Options Power Attack, rage 1/day (6 rounds)

Abilities Str 22, Dex 11, Con 16, Int 8, Wis 10, Cha 8

SQ fast movement, light sensitivity

Feats Power Attack

Skills Balance -3, Climb +3, Escape Artist -3, Hide -3,

Intimidate +4, Jump +8, Move Silently -3, Spot +1, Survival

+3, Swim +0

Possessions hide armor, greataxe, 3 javelins

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

When not raging, the orc champion has the following changed statistics.

AC 13, touch 10, flat-footed 13

hp 20 (2 HD)

Fort +4, Will +0

Melee greataxe +6 (1d12 + 6/×3)

Ranged javelin +2 (1d6 + 4)

Grp +6

Abilities Str 18, Con 12

Skills Climb +1, Jump +6, Swim -2

POLAR BEAR

CR 4

N Large animal

Init +1; Senses low-light vision, scent; Listen +5, Spot +7

Languages -

AC 15, touch 10, flat-footed 14

hp 68 (8 HD)

Fort +10, Ref +7, Will +3

Speed 40 ft. (8 squares), swim 30 ft.; Run

Melee 2 claws +13 each (1d8 + 8) and

bite +8 (2d6 + 4)

Space 10 ft.; Reach 5 ft.

Base Atk +6; Grp +18

Atk Options improved grab

Abilities Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Feats Endurance, Run, Track

Skills Hide -2 (+10 in snow and ice), Listen +5, Spot +7, Swim +16

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

QUASIT

CR 2

CE Tiny outsider (chaotic, extraplanar, evil)

Init +7; **Senses** darkvision 60 ft.; Listen +7, Spot +6

Languages Abyssal, Common

AC 18, touch 15, flat-footed 15

hp 13 (3 HD); fast healing 2; **DR** 5/cold iron or good

Immune poison

Resist fire 10

Fort +3, **Ref** +6, **Will** +4

Speed 20 ft. (4 squares), fly 50 ft. (perfect)

Melee 2 claws +8 each (1d3 - 1 plus poison) and bite +3 (1d4 - 1)

Base Atk +3; **Grp** -6

Atk Options poison (DC 13, 1d4 Dex/2d4 Dex)

Spell-Like Abilities (CL 6th):

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (as the spell, but 30-foot radius; DC 11)

Abilities Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

SQ alternate form, commune

Feats Improved Initiative, Weapon Finesse

Skills Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6

Alternate Form (Su) A quasit can assume another form at will as a standard action. Each quasit can assume one or two forms from the following list: bat, Small or Medium monstrous centipede, toad, and wolf.

Commune (Su) Once per week, a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

SKELETAL WHITE DRAGON

CR 3

NE Gargantuan undead (cold)

Init +7; **Senses** darkvision 60 ft., scent; Listen +0, Spot +0

Languages –

AC 11, touch 9, flat-footed 8

hp 39 (6 HD); **DR** 5/bludgeoning

Fort +2, **Ref** +5, **Will** +5

Immune ability damage to physical ability scores, ability drain, energy drain, critical hits, cold, death effects, disease, mind-affecting effects, nonlethal damage, poison, paralysis, sleep, stunning

Speed 30 ft. (6 squares), fly 40 ft. (clumsy); icewalking

Melee 2 claws +5 each (2d6 + 6) and bite +0 (1d10 + 3)

Space 20 ft.; **Reach** 15 ft.

Base Atk +3; **Grp** +21

Special Actions breath weapon

Abilities Str 23, Dex 16, Con –, Int –, Wis 10, Cha 1

Feats Improved Initiative

Breath Weapon (Su) 60-ft. cone, once every 1d4 rounds, damage 3d6 cold, Reflex DC 13 half.

Icwalking The skeleton ignores difficult terrain consisting of ice or snow.

THUG

CR 1/2

Human warrior 1

N Medium humanoid

Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 14, touch 12, flat-footed 12; Dodge

hp 8 (1 HD)

Fort +2, **Ref** +2, **Will** +1

Speed 30 ft. (6 squares)

Melee dagger +1 (1d4/19–20)

Ranged dagger +2 (1d4/19–20)

Base Atk +1; **Grp** +1

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 13

Feats Deft Hands, Dodge

Skills Bluff +3, Hide +4, Move Silently +4, Sleight of Hand +6, Use Rope +4

Possessions leather armor, 4 daggers

TOUGH THUG

CR 2

Human fighter 1/rogue 1

N Medium humanoid

Init +3; **Senses** Listen +0, Spot +0

Languages Common

AC 16, touch 13, flat-footed 13; Dodge

hp 15 (2 HD)

Fort +3, **Ref** +5, **Will** +0

Speed 30 ft. (6 squares)

Melee short sword +5 (1d6 + 2/19–20)

Ranged light crossbow +4 (1d8/19–20)

Base Atk +1; **Grp** +3

Atk Options sneak attack +1d6

Abilities Str 14, Dex 16, Con 13, Int 9, Wis 11, Cha 12

SQ trapfinding

Feats Dodge, Weapon Finesse, Weapon Focus (short sword)

Skills Balance +2, Climb +6, Escape Artist +2, Hide +5, Intimidate +6, Jump +1, Move Silently +5, Swim +0

Possessions studded leather armor, short sword, light crossbow with 10 bolts

VAELISH GANT

CR 5

Male human wizard 5

LE Medium humanoid (human)

Init +1; Senses Listen +0, Spot +1

Languages Common, Draconic, Infernal, Orc

AC 11, touch 11, flat-footed 10; Dodge

hp 27 (5 HD)

Fort +3, Ref +2, Will +4

Speed 30 ft. (6 squares)

Melee sapphire staff +1 (1d6 - 1)

Base Atk +2; Grp +1

Combat Gear sapphire staff

Wizard Spells Prepared (CL 5th, +1 melee touch, +3 ranged touch):

3rd—*fireball* (2) (DC 16)

2nd—*invisibility*, *mirror image*, *scorching ray*

1st—*mage armor*, *magic missile* (2), *shield*

0—*detect magic*, *ghost sound*, *mage hand*, *message*

Abilities Str 9, Dex 13, Con 14, Int 17, Wis 10, Cha 15

Feats Brew Potion^B, Dodge, Persuasive, Scribe Scroll^B, Toughness

Skills Bluff +8, Concentration +10, Diplomacy +4, Gather Information +4, Hide +4, Intimidate +4, Knowledge (arcana) +8, Sense Motive +3, Spellcraft +10, Spot +1

Possessions combat gear plus spellbook

Spellbook spells prepared plus *arcane mark*, *clairaudience/clairvoyance*, *dispel magic*, *expeditious retreat*, *charm person*, *light*, *unseen servant*, *whispering wind*

Sapphire Staff As a standard action, Vaelish can cast the following spells from the sapphire staff. The staff has 22 charges remaining.

- *Detect magic* (1 charge)
- *Ray of frost* (1 charge)
- *Dimension door* (3 charges)

Moderate conjuration; CL 8th; Craft Staff, *dimension door*; Price 5,875 gp; Weight 5 lb.

VERBEEG

CR 3

CE Large giant

Init -1; Senses low-light vision; Listen +3, Spot +3

Languages Common, Giant

AC 19, touch 10, flat-footed 18

hp 32 (4 HD)

Fort +6, Ref +2, Will +1

Speed 30 ft. (6 squares)

Melee shortspear +8 (1d8 + 5)

Ranged shortspear +4 (1d8 + 5)

Space 10 ft.; Reach 10 ft.

Base Atk +3; Grp +12

Abilities Str 20, Dex 12, Con 15, Int 10, Wis 10, Cha 9

Feats Toughness, Weapon Focus (shortspear)

Skills Climb +3, Listen +3, Spot +3, Survival +5

Possessions hide armor, heavy wooden shield, 3 shortspears

WERERAT (HYBRID FORM)

CR 2

LE Medium humanoid (human, shapechanger)

Init +3; Senses low-light vision, scent; Listen +4, Spot +4

Languages Common; rat empathy

AC 16, touch 13, flat-footed 13; Dodge

hp 12 (2 HD); DR 10/silver

Fort +6, Ref +5, Will +4

Speed 30 ft. (6 squares)

Melee rapier +4 (1d6 + 1/18-20) and

bite -1 (1d6 plus disease plus lycanthropy)

Ranged light crossbow +4 (1d8/19-20)

Base Atk +1; Grp +2

Atk Options curse of lycanthropy

Abilities Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8

SQ alternate form

Feats Alertness, Dodge, Iron Will^B, Weapon Finesse^B

Skills Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9

Possessions rapier

Alternate Form (Su) The wererat can assume human form, a bipedal hybrid form, or the form of a dire rat.

Curse of Lycanthropy (Su) Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex) Filth fever—bite, Fort DC 12 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Rat Empathy (Ex) Communicate with rats and dire rats; +4 racial bonus on Charisma-based checks against rats and dire rats.

In dire rat form, the wererat has the following changed statistics.

The wererat's size changes to Small.

AC 17, touch 14, flat-footed 14; Dodge (+1 size, +3 Dex, +3 natural)

Speed 40 ft. (8 squares), climb 20 ft., swim 20 ft.

Melee bite +6 (1d4 + 1 plus disease plus lycanthropy)

Skills Climb +11, Hide +8, Swim +11

In human form, the wererat has the following changed statistics.

Init +0

AC 15, touch 10, flat-footed 15 (+2 armor, +1 shield, +2 natural)

DR none

Fort +5, Ref +2

Melee rapier +2 (1d6 + 1/18-20)

Ranged light crossbow +1 (1d8/19-20)

Skills Climb +0, Hide +1, Move Silently +0

Abilities Dex 11, Con 12

Possessions leather armor, buckler, rapier

WINTER WOLF

CR 5

NE Large magical beast (cold)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Listen** +6, **Spot** +6

Languages Common, Giant

AC 15, touch 10, flat-footed 14

hp 51 (6 HD)

Immune cold

Fort +8, **Ref** +6, **Will** +3

Weakness vulnerability to fire

Speed 50 ft. (10 squares)

Melee bite +9 (1d8 + 6 plus 1d6 cold)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +14

Atk Options trip

Special Action breath weapon

Abilities Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10

Feats Alertness, Improved Initiative, Track

Skills Hide -1 (+6 in snow and ice), **Listen** +6, **Move Silently** +7, **Spot** +6, **Survival** +1 (+5 when tracking by scent)

Breath Weapon (Su) 15-foot cone, once every 1d4 rounds, damage 4d6 cold, **Reflex DC** 16 half

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.

WOLF

CR 1

N Medium animal

Init +2; **Senses** low-light vision, scent; **Listen** +3, **Spot** +3

Languages –

AC 14, touch 12, flat-footed 12

hp 13 (2 HD)

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares)

Melee bite +3 (1d6 + 1)

Base Atk +1; **Grp** +2

Atk Options trip

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

Feats Track^B, Weapon Focus (bite)

Skills Hide +2, **Listen** +3, **Move Silently** +3, **Spot** +3, **Survival** +1 (+5 when tracking by scent)

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.

YETI

CR 3

N Large monstrous humanoid (cold)

Init +1; **Senses** low-light vision; **Listen** +1, **Spot** +1

Languages –

AC 14, touch 10, flat-footed 13

hp 22 (4 HD)

Immune cold

Fort +2, **Ref** +5, **Will** +5

Weakness vulnerability to fire

Speed 40 ft. (8 squares)

Melee 2 claws +7 each (1d6 + 4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +12

Atk Options constrict, improved grab, Power Attack

Abilities Str 18, Dex 13, Con 12, Int 9, Wis 12, Cha 11

Feats Power Attack, Weapon Focus (claw)

Skills **Climb** +10, **Hide** +2 (+17 in snow and ice), **Move Silently** +6, **Survival** +7

Improved Grab (Ex): To use this ability, a yeti must hit a creature of up to Medium size with a claw. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it established a hold and can constrict.

Constrict (Ex): A yeti deals 1d6 + 4 points of damage plus an additional 2d6 points of cold damage with a successful grapple check.

YOUNG REMORHAZ

CR 4

N Medium magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Listen** +8, **Spot** +8

Languages –

AC 17, touch 11, flat-footed 16

hp 42 (5 HD)

Fort +7, **Ref** +5, **Will** +2

Speed 30 ft. (6 squares), burrow 20 ft.

Melee bite +10 (1d10 + 7)

Base Atk +5; **Grp** +10

Atk Options Improved Bull Rush, Power Attack

Abilities Str 21, Dex 13, Con 17, Int 4, Wis 12, Cha 10

Feats Improved Bull Rush, Power Attack

Skills **Listen** +8, **Spot** +8

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

YOUNG YETI

CR 1

N Medium monstrous humanoid (cold)

Init +1; **Senses** low-light vision; **Listen** +1, **Spot** +1

Languages –

AC 14, **touch** 11, **flat-footed** 13

hp 11 (2 HD)

Immune cold

Fort +1, **Ref** +4, **Will** +4

Weakness vulnerability to fire

Speed 30 ft. (6 squares)

Melee 2 claws +4 each (1d4 + 2)

Base Atk +2; **Grp** +4

Abilities Str 14, Dex 13, Con 12, Int 9, Wis 12, Cha 11

Feats Power Attack

Skills Climb +6, Hide +2 (+17 in snow and ice), Move Silently +6, Survival +3

ZOMBIE

CR 1/2

NE Medium undead

Init -1; **Senses** darkvision 60 ft.; **Listen** +0, **Spot** +0

Languages –

AC 11, **touch** 9, **flat-footed** 11

hp 16 (2 HD); **DR** 5/slashing

Fort +0, **Ref** -1, **Will** +3

Immune ability damage to physical scores, ability drain, energy drain, critical hits, death effects, disease, mind-affecting effects, necromancy effects, nonlethal damage, poison, paralysis, sleep, stunning

Speed 20 ft. (4 squares)

Melee slam +2 (1d6 + 1)

Base Atk +1; **Grp** +2

Abilities Str 12, Dex 8, Con –, Int –, Wis 10, Cha 1

SQ single actions only, undead traits

Feats Toughness

Single Actions Only (Ex) Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

MORE ABOUT THE TRIBES

The following material supplements the discussion of the Reghed tribes in the *Campaign Guide*.

Tribe of the Bear

The other great tribe of the Reghed is the Tribe of the Bear. Driven to desperation by Auril's fierce winter, the Tribe of the Bear has broken peace with the other tribes and with the Ten-Towners, launching raids to steal supplies. Worse, the tribe has turned to the worship of the Frostmaiden and joined forces with Hedrun, the Ice Witch.

Günvald Barrundson

King of the Bear Tribe

King Günvald Barrundson, true to the name of his tribe, is a bear of a man. Approaching seven feet tall, he has a mane of white hair and a bushy, yellow-white beard, though he is only 35 years old. His eyes are pale blue, and his skin is pale and chapped.

King Günvald is said to have wrestled a polar bear and come out the victor, though he himself never makes that claim. Some say the bear he defeated is now his companion, Hündel. In any event, the legend reveals much about his nature and his rule. Günvald is a strong man who loves strength. He covets power, he is willing to wrest it from the grip of those he feels are unworthy of holding it, and he keeps a tight grip on his own authority in order to dissuade anyone who might try to seize power from him. His rule of the Tribe of the Bear has been marked by violence—he has killed several would-be claimants to his title, has broken longstanding alliances and gone to war with the Elk and Tiger tribes, has set Hündel against warriors who failed in important tasks, and now, in Auril's deadly winter, has offered human sacrifices to the Frostmaiden.

The Bear Tribe suffered badly when the harsh winter began. It lost many members to beast attacks and was in danger of running out of food as the beasts and the storms claimed more and more reindeer. From the start, the tribe's shaman proclaimed Auril's wrath and urged his fellows and his king to appease her, and Grünvald was soon forced to acquiesce. When a yeti took the life of his wife, Affya, his patience broke and he personally led the tribe in a terrible ritual slaughter of the warriors whose injuries prevented them from fighting. Since then, the fortunes of the tribe have improved, and now Grünvald has sworn allegiance to the Ice Witch—a bitter pill for the power-hungry man to swallow, but a necessary concession in his mind.

For all his aggressive nature and the bloody history of his reign, Grünvald is an honorable warrior—or was, until the black ice of Hedrun's tower worked its influence on him. He never ordered his warriors into a fight he wouldn't join in himself, and he knew enough to pull his warriors back when he led them into a battle they couldn't

win. Though he was fond of raiding Ten-Towns and the other tribes, ambushes were not his style. He enjoyed the thrill of the fight, even when his opponents' efforts to defend themselves were futile.

The black ice has exacerbated his worst qualities and all but obliterated his redeeming features. He longs for battle, looks for any pretense to start a fight, and now refuses to back down from any conflict, no matter the losses that he or his warriors might suffer. He has also grown desperately afraid of losing what power he has left after allowing his tribe to come under the Ice Witch's thrall. He suspects his underlings—his own younger brother, Wolvig, and the tribal shaman Bjami Tengervaald—of plotting against him.

Bjami Tengervaald

Shaman of the Bear Tribe

For all of Günvald's lust for power, and his fear of being usurped, it has been a long time since he actually steered the activity of the Bear tribe. For years, Bjami Tengervaald, the tribe's shaman, has manipulated the king, the war chief, and every influential tribe warrior to see that his own will was carried out—all while making Günvald believe that all the best ideas were his own.

Bjami is a small, withered man who has endured over sixty winters in Icewind Dale—an accomplishment few can claim. His size and gaunt frame hide a hardy strength that can be attributed to long years spent in communion with wintry spirits, bear totems, and the Frostmaiden herself. Winter seems to have taken root in his very bones and blood, making him something slightly more than human. He believes that his actions are the will of Auril—and he's right.

When Auril made the Ice Witch her Chosen, Bjami realized it immediately, and he was filled with an apocalyptic religious fervor. He believes that Auril's choice of a woman from the Elk tribe is a sign that all the tribes will come under her dominion, united again as they were in Wulfgar's day. He imagines himself and the Ice Witch, side by side, ruling together over a conquered Icewind Dale that is locked in eternal winter.

Wolvig Barrundson

War Chief of the Bear Tribe

King Günvald's younger brother is Wolvig Barrundson, who holds the title of war chief while Günvald coordinates the tribe's efforts from the Ice Witch's palace. Though he believes the position is a great honor that recognizes his skill in battle, in truth he holds the position because Bjami desires it—and because Bjami knows Wolvig to be extremely pliable to his will.

Wolvig is tall and fair like most of his people, with long, blond hair and no beard. An angry red battle scar runs across his neck, and he displays it proudly as a sign of his strength. "I survived this," he is fond of saying, pointing at

the scar, “and I think I’ll survive you too.” Few people take him as seriously as he takes himself.

Although the Tribe of the Bear, under Bjami’s command, is sworn to the service of Auril and the Ice Witch, Wolvig still prays to Tempus—though silently—in battle. Sacrificing people to Auril by leaving them exposed to the cold is not how warriors should behave, he believes, and he secretly resents the path that Bjami has led the tribe down. But his fear of the shaman, and of his older brother’s wrath, keeps him in line.

Wolvig is a simple man with simple tastes. He enjoys battle, good food, and good company. He often finds himself wishing that life were less complicated, and he believes that acting as Bjami and Günvald desire is the simplest course of action, even if it doesn’t match his own sense of a warrior’s ethics.

The Lesser Tribes

After the united Reghed tribes attacked Ten-Towns under the leadership of King Heafstaag of the Elk Tribe, the tribes were sorely depleted. It is said that only fifty warriors survived the ill-fated assault, and the harsh winter that followed took the lives of many of the women and children who had not participated in the attack. Though they clung to their traditional names, the smaller tribes were absorbed into the Tribe of the Elk and the Tribe of the Bear, living and hunting alongside the “true” members of the two strongest tribes.

After the war with Akar Kessell, the people of the tribes abandoned their nomadic ways for a time and settled in Ten-Towns, particularly Bremen and Caer-Konig. Over the succeeding decades, though, they slowly returned to their old traditions, and the tribes took on their old identities. Aside from the Tribe of the Elk and the Tribe of the Bear, the Tiger and Wolf tribes retain a significant presence on the tundra. The Tribe of the Seal and the Tribe of the Caribou emerged for a time and then were reabsorbed into the Tribe of the Elk.

With the coming of Auril’s deadly winter, the smaller Tiger and Wolf tribes are struggling to survive. The Tribe of the Tiger tried to find shelter in Bremen, but the group was rebuffed by the suspicious townsfolk and set up a camp instead on the northwestern shores of Maer Dualdon. Its numbers have been whittled away by persistent beast attacks—the people of Bremen and Lonelywood have no idea of the extent to which this tribe has served as a buffer between them and the Ice Witch’s fury.

The chieftain of the Tribe of the Tiger is a woman—which would have been unthinkable before Wulfgar’s time. Queen Fritha Craegmar is a wise and fair leader and a mighty warrior, though she has no love of violence. While some in the tribe wanted to attack the “weak folk” of Bremen and take the town by force, Fritha relied on a diplomatic envoy, and she withdrew the tribe peacefully when Bremen’s speaker rebuffed her. Perhaps fortunately

for both peoples, Speaker Dorbulgruf shares Fritha’s calm head. Many members of the tribe grumble against their leader now, however, saying she should have led them to war for the sake of preserving the tribe. It is possible she might not hold her position much longer.

The Tribe of the Wolf, meanwhile, has moved as far to the south and west as possible without leaving Icewind Dale, sheltering in the foothills of the Spine of the World near Ironmaster. Its people have suffered greatly from beast attacks, though they have erected makeshift fortifications that protect them from the worst of the assaults. They grow hungry and desperate, though, as the Ice Witch’s beasts drive reindeer and other game away, out of their reach.

The Tribe of the Wolf is currently without a king. The former chieftain, Halpstaag Kaerigson, died during the tribe’s migration to the south, and no one has sought to claim his place in this dire time. The tribe’s shaman, Jütti Merliss, leads the tribe by default.