

WORLDWIDE



GAME DAY



The Fall of Frostsilver

An Adventure for 4th-Level Characters

by Matthew Sernett

INTRODUCTION

Frostsilver was abandoned centuries ago by the Frostsilver clan of dwarves and lost to history, but with an ancient map discovered in their last adventure the PCs might be able to find it and restore the dwarven clan-home to its former glory. It has been generations since any dwarf has laid eyes on the place. What might now live there, and how far has it fallen?

The Fall of Frostsilver is a DUNGEONS & DRAGONS® adventure designed for five 4th-level characters.

PREPARATION

As Dungeon Master of this adventure, you need the contents of the adventure kit and two books: the *Player's Handbook* (PH) and the *Dungeon Master's Guide* (DMG). The *Monster Manual* and the *FORGOTTEN REALMS® Campaign Setting* are not necessary, but they could be useful, especially if you want to continue the adventure beyond its normal end.

The encounters in this adventure are designed for use with DUNGEONS & DRAGONS miniatures. The kit provided with this adventure gives you all the miniatures you need. Although cards accompany the miniatures, you do not need the cards while running the adventure.

The poster map reveals the entire dungeon to the players. That's okay, but if you'd like to reveal the map as the PCs explore it, use some sheets of paper or books to cover areas of the map that the PCs can't yet see.

ADVENTURE BACKGROUND AND SYNOPSIS

During their last adventure in Icewind Dale, the PCs discovered a trail map that showed a forgotten pass through the mountains of the Spine of the World. Marked clearly on the ancient parchment is the name "Frostsilver" in Dwarven. Durven and Morn, brother dwarves, instantly recognized it as the long lost home of their forbearers. Its rediscovery might be as great an event in Icewind Dale as the resurgence of the famed Mithral Hall.

Eager to see the source of the dwarves' namesake and what wealth it might still hold, the PCs set out into the mountains, following their map. They find Frostsilver, but the once-grand place is in ruins and shows signs of habitation by goblins. The goblinoids have used Frostsilver as their home for some time, but now a more insidious threat resides amid the ruins of the dwarven hold. A drow and duergar, agents of a group of Underdark slavers, live in the complex, using the goblins as their servants and spies. They seek to learn more of the surrounding region, capture large numbers of surface dwellers, and sell them. The PCs must defeat these foes to reclaim Frostsilver.

RESTING DURING THE ADVENTURE

The PCs shouldn't need to rest during the adventure unless things go very poorly. Should the need arise, remind the players that resting outside in the blizzard is impossible and they must therefore rest within easy reach of their foes. If

the players do rest, the goblin archers from area 8 replace the goblin archers in area 1. Whether they encounter the PCs or not, they flee back to the chapel to warn the drow and duergar. If warned of an attack, the drow, duergar, and goblins from area 8, and the bugbears from area 7, hide behind cover in the chapel. There they patiently wait for the PCs, attacking as soon as they open the doors into the chapel (and likely gaining a surprise round).

FEATURES OF FROSTSILVER

The map shows the parts of Frostsilver open to the PCs' exploration. Area 1 represents a hall that leads to the entrance chamber. Directly behind where the PCs start (off the map) is a mountain path and the howling winds of the Spine of the World.

CEILINGS

Indoor ceilings are 10 feet high, except area 1 and area 8.

WALLS

The walls of Frostsilver are made of mortared stone adorned here and there with bas-reliefs of dwarven abstract patterns as well as scenes of dwarven life.

Masonry Walls: 5 ft. thick (or more); hardness 8; hp 450; break DC 55; Climb DC 20.

DOORS

Frostsilver contains many sets of double doors. These are kept closed against the cold wind of the mountains. The doors are all simple wooden doors without working locks. They were once of much higher quality with amazing locks, but time has rendered them weak.

Simple Wooden Door: 2 in. thick; AC 3; hardness 5; hp 10; break DC 13 (if stuck).

ILLUMINATION

The current inhabitants of Frostsilver don't require light and keep the complex dark. The only exception is area 8 where the drow have the goblins keep a fire going to warm the large room. This area is brightly lit.

CAVE-INS

Six rubble tiles on the map indicate cave-ins. These appear in areas 1, 2, 5, 7, and 8. A PC can stand in an area of rubble, but to progress any further would mean moving tons of rock. There's no immediate danger of further collapse, but if the players become too interested in digging out a cave-in during the course of the adventure, feel free to describe ominous rumbling and falling stones to keep them on track. Rubble tiles are treated as heavy debris.

Heavy Debris: It costs 2 squares of movement to enter a square with heavy debris. Heavy debris adds 5 to the DC of Balance and Tumble checks, and it imposes a -5 penalty on Move Silently checks. Running or charging through heavy debris is impossible.

ADVENTURE START

After a long hike up a freezing peak in the Spine of the World, the heroes arrive at an entrance into the mountain. As they get there, the winds begin to howl through the mountains and snow, blessedly absent for the last day, begins to cut through the cold air.

1. COLONNADED HALL

Start the PCs on the edge of the map in area 1.

You reach the top of the trail you've been following up the mountain for the past three days. A freezing wind begins to howl, snow begins to fall, and you feel a blizzard on the way. The trail ends before a wide and tall tunnel into the mountain that is clearly of dwarven construction. You've found Frostsilver!

This entrance was once a grand colonnaded hall, but it suffers now from decades of neglect. The ceiling in the hall is 30 feet high. Light from outside renders the hall of columns shadowy, while the entrance chamber where the goblins stand is completely dark. Two krenshars hide amid the fallen columns in this area, while four goblin archers stand out of sight in the entrance chamber proper.

Have the players make Spot checks opposed by the krenshars' Hide checks (Hide +4) and then read the following read-aloud text. Remember to penalize the characters -1 for every 10 feet of distance between them and the hiding krenshars. PCs who

succeed at spotting the krenshars are not surprised when the krenshars attack (see the associated tactical encounter).

As you step into the gloomy interior and peer about, you can't help but notice the fallen columns that litter the shattered floor. Frostsilver lies in ruins, and worse still, from the graffiti on the walls it looks like goblins have taken up residence. It also smells as if they might have some wolves or worgs with them.

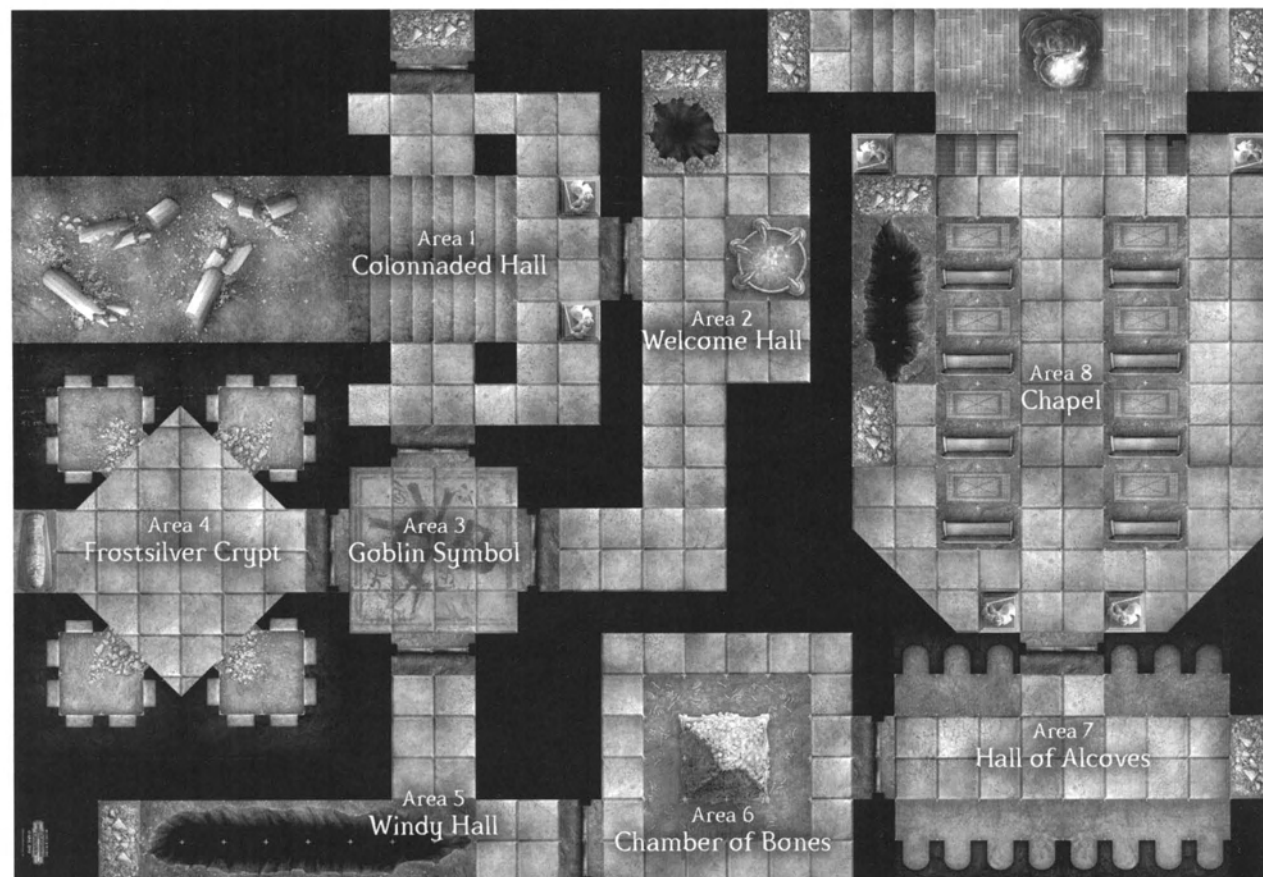
Just as you have that thought, two gray-furred canine forms leap up from behind the fallen columns!

The krenshars attack immediately. Turn to the tactical encounter to resolve what happens next.

Tactical Encounter: Encounter 1: Colonnaded Hall on page 6.

Statues: Two cracked and chipped statues of dwarves stand outside the main entrance to Frostsilver. Both Morn and Durven recognize one as a representation of their favored deity Moradin, but the other is more of a mystery due to the damage it has sustained. Morn can make a DC 15 Knowledge (religion) check to recognize it as an ancient depiction of Dumathoin, the dwarven deity of buried wealth and guardian of the dead. These same statues appear in pairs elsewhere in Frostsilver.

Double Doors: Three sets of double doors lead out of the entry chamber. One leads to area 2 and another to area 3, as indicated by the map. The third set of doors opens into a collapsed hallway filled with rubble.



2. WELCOME HALL

The wall bears a carving of a dwarf woman upending a goblet, and clear water flows out of the goblet and into a wide fountain in this room. Two halls exit the chamber, but one is collapsed. Before the collapsed hall lies a gaping hole in the floor.

This chamber appears to be a welcome hall, a place where travelers could refresh themselves with cool mountain water and wash some of the road dirt off their faces. From the water splashed about, it looks like the goblins have been using it for just such a purpose.

The welcome hall is just as it appears, and the fountain's cold waters are safe to drink. If the PCs search the room, they have a chance of finding two more clues about their foes.

A Search check result of 11 or more reveals some relatively recent footprints due to the puddles on the floor. Some are obviously those of goblins and the krenshars, but one set is like the goblins but larger.

A Search check result of 15 or more reveals some climbing equipment deliberately hidden in the rubble beside the hole in the floor. As a PC picks it up, a harmless but big spider crawls out of it and drops into the hole. The climbing gear includes two climber's kits (PH 130) and two 50-foot coils of silk rope. One climber's kit looks to be of dwarven make, and the other bears spider and web motifs.

Hole: This is the hole the drow and duergar climbed up to reach Frostsilver. It drops hundreds of feet into the mountain. If a player throws in a sunrod or rock, the thrown object seems to fall for ages before vanishing silently into the darkness. The hole leads to an ancient magma chimney in the mountain, and from there into caverns that eventually spiral into the Underdark. Climbing the shaft below the hole requires a DC 15 Climb check. There shouldn't be any reason for a PC to fall into the hole, but should that happen, allow the character a DC 15 Reflex save to catch the edge.

3. GOBLIN SYMBOL

The floor of this square chamber bears a huge symbol drawn in some creature's blood. Three other sets of doors exit the room. One of them is adorned with the same symbol drawn in blood. Around this door, the ancient Frostsilver dwarves carved images of great dwarf heroes and these words, "Their work in this world is done. Now they serve at Moradin's side."

After defiling the Frostsilver crypt, the goblins superstitiously drew a warding symbol on the floor in the hall and on the door to the crypt using the blood of a yeti they managed to kill. The symbol is harmless, but a DC 20 Knowledge (religion) check reveals to the player that it is a symbol used by goblins to summon the protection of their god Maglubiyet, the patron deity of goblinoids.

4. FROSTSILVER CRYPT

This strangely shaped chamber is without doubt one of the Frostsilver crypts, but something is terribly wrong! None of the niches in the walls bear any remains. Their arms and armor, their hallowed

bodies—nothing remains but a few shards of bone and scraps of dusty cloth strewn about the floor. All has been desecrated, all but for a large sarcophagus set in a niche on the far wall. The sarcophagus has writing inscribed on it and bears the image of a dwarf warrior on its lid.

The goblinoids took all the bones from the crypt and moved them to the area 5. What artifacts they didn't use, they hurled into the hole in area 2 (which is how the drow found the chimney up to Frostsilver). The treasure from the crypt was offered to the drow after their invasion and domination of the goblinoids. There is nothing of interest in the crypt now besides the sarcophagus, which the goblins were too superstitious to tamper with.

Sarcophagus: PCs investigating the sarcophagus find an inscription in Dwarven on its top, which reads, "Garrun Frostsilver, once beloved of Moradin and hero of the guard. Forever at war with our foes and tireless in his duty, he could not stop fighting even when all foes had fallen. May he find peace and rest at last." Another Dwarven inscription along the rim of the sarcophagus lid reads, "Disturb my rest and the shadow of death shall enshroud you."

An old and powerful shadow—all that remains of the restless spirit of Garrun—resides within the sarcophagus but it does not leave it unless the sarcophagus is disturbed. If any PC opens or damages the sarcophagus, the encounter starts. Read the following text aloud should that occur:

The room seems to darken and you get a chill as a wisp of what looks like black smoke rises from the sarcophagus. The wisp becomes a vaguely humanoid shadow as it rises above the sarcophagus, moaning in rage and reaching out with a thin, shadowy arm!

Treasure: Inside the sarcophagus is a suit of masterwork full plate, a +1 returning throwing axe, and boots of the winterlands. See the *Dungeon Master's Guide* for details about the magic items.

Tactical Encounter: Encounter 2: Frostsilver Crypt on page 7.

5. WINDY HALL

You open the door into a hall and feel a cold wind blowing. Ahead you can see the hall branch to the left and right. At this intersection the floor has broken and fallen away.

Both Durven and Morn can make a free DC 10 Search check within 10 feet of the nearest squares adjacent to the crevasse in the floor. If successful, they immediately recognize those squares as unstable. They seem safe enough to cross if one balances carefully.

When the PCs near the crevasse, read or paraphrase the following:

The chilly wind that moans through this hall is blowing up from a long crevasse that extends down a hall that has collapsed. The crevasse nearest you appears to be about 20 feet deep, but it grows much deeper down the hall.

Given the unstable flooring, the PCs might attempt to jump over the span or use ropes to climb down into the crevasse. Allow them to deal with it as they may.

Two ice mephits have just arrived in Frostsilver after exploring a small tunnel into the mountain. They are hiding out of sight behind the edge of the deeper part of the crevasse, and they attack when the PCs are in the midst of crossing the crevasse (preferably when some PCs are on one side and some are on the other or in the pit). When this happens, read or paraphrase the following text:

You hear shrieking laughter and see two winged creatures fly up out of the deeper reaches of the crevasse. The humanoids are halfling-sized, but each appears to be made of ice.

Unstable Floor Squares: The squares adjacent to the crevasse nearest the PCs' point of entry are unstable. A creature can move through them without danger by moving at half speed and making a successful DC 8 Balance check. If a creature does not move through them at half speed or fails the Balance check, it must succeed at a DC 15 Reflex save or fall into the crevasse, hitting bottom 20 feet below and taking 2d6 points of damage.

Crevasse: The nearest four squares of the crevasse are just 20 feet below the floor of the hall, but the other squares dip to a depth of 60 feet. At the base of this deeper area is a 2-foot diameter hole through which the cold mountain air blows. Beyond the hole is a long tunnel that eventually exits on the sheer face of the mountain. Climbing the side of the crevasse requires a DC 15 Climb check.

Tactical Encounter: Encounter 3: Windy Hall on page 8.

6. CHAMBER OF BONES

Beyond the door you see a grisly horror. The bones of dozens of dwarves have been heaped into a pile and sculpted into a pyramid. Apparently the goblins took the bones to build some sort of tribute to their deity.

Durven and Morn know that the bones of the dwarves should not remain like this, but moving the bones back to the crypts could take hours.

If the PCs talk in this room, knock down the pyramid of bones, or otherwise make much noise, the bugbears in area 7 are alerted to the PCs' presence and thus cannot be surprised.

If the PCs stop to listen at the doors leading to the rooms beyond, they must succeed at a DC 19 Listen check to hear distant chanting. It's impossible to make out what is being said, but it sounds like a male dwarven voice. The PCs can't hear the bugbears because they don't move.

Bone Pyramid: The pyramid of dwarf bones holds nothing of value, but even casual examination reveals that it could easily come tumbling down if bones are removed. A PC can see nothing of value or interest by looking at it, and if a player insists on searching it, it comes clattering down despite the PC's best intentions.

7. HALL OF ALCOVES

This hall of shadowy alcoves holds a set of double doors to the left, and across from you is another collapsed hallway.

Two bugbears stand guard in this chamber. If they heard the PCs in area 6, they are hiding in the alcoves. If not, they stand in the area openly. Turn to Encounter 4 to resolve the rest of the action in this area. Sounds of combat in this area are loud enough to alert the denizens in area 8.

Tactical Encounter: Encounter 4: Hall of Alcoves on page 9.

8. CHAPEL

You open the door into a chapel lit by a fire on a 10-foot-tall wooden stage. On that high stage stand four goblins, and peeking around a corner behind them you see a balding male dwarf with white hair and gray skin. Supernatural gloom shrouds part of the chamber, and standing within the gloom, blocking your path between the pews, is an elf with white hair and skin the color of night. He wields a longsword and shield, and he arrogantly waves you in to fight him.

The gray-skinned dwarf is actually a duergar named Varnok; the black-skinned elf is a drow named Killian. Until they heard the combat in area 7, Varnok was standing on the stage and saying a prayer to his god while Killian lounged in a pew. Having heard the PCs' battle with the bugbears, they are instead prepared to fight as described in tactical encounter 5.

Tactical Encounter: Encounter 5: Chapel on page 10.

Treasure: Varnok and Killian collected the magical equipment the goblins found in the Frostsilver crypt and stashed it in a chest. They placed this chest down the stairs from the rear of the stage. They did not use this equipment as they have yet to identify it. The chest is not locked and contains the following items: scroll of restoration, elixir of hiding, cloak of resistance +1, wand of cure light wounds (22 charges).

CONCLUDING THE ADVENTURE

Having defeated the goblinoids and slavers, the PCs can take possession of Frostsilver. Morn and Durven can return their ancestors to solemn state in the crypt, as befits the beloved children of Moradin. Of course, Frostsilver can still be a place of adventure. Who knows what lies behind the caved-in halls or what might still come up from the caverns in the mountain?

If you want to continue the adventure immediately, consider having some goblinoids and krenshars return after a patrol. A good way to handle this is to have a PC outside spot the returning party as it moves up the trail to Frostsilver. This gives the PCs the chance to set up an ambush of their choosing inside Frostsilver. If the PCs are fresh and rested when you run this encounter, consider making it an EL 6 or 7 encounter as the goblins tend to go down quickly, and the PCs have the advantage of choosing the battleground.

TACTICAL ENCOUNTERS

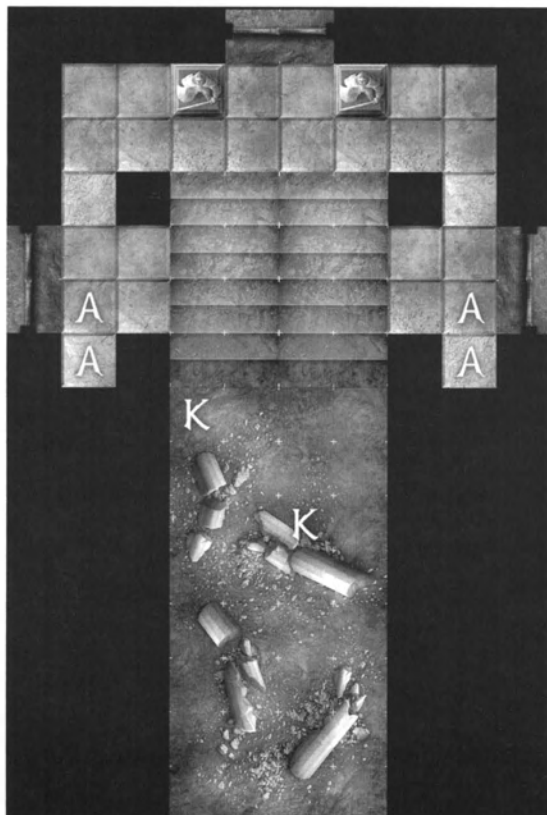
ENCOUNTER 1:
COLONNADED HALL (EL 3)

Setup: Two krenshars (K) attack the PCs from hiding, alerting four goblin archers (A). PCs who succeeded at the Spot check to see the hiding krenshars can roll initiative and participate in the krenshars' surprise round. Other PCs and the goblin archers roll initiative and join combat after the surprise round ends.

Tactics: On the surprise round, the krenshars pop up from hiding to use their scare ability on two random PCs. On the following round, the goblins move behind cover in the main entry, remaining up the stairs, and fire arrows at the PCs. The krenshars engage the PCs in melee in the first full round, and on the second round try their scare attack on those they didn't target before. Thereafter the krenshars and goblins attack until killed; they know what fate awaits them at the hands of Killian if they fail in their duties.

Remember that Gavin gains a racial bonus against fear, Durven is immune to fear, and Durven grants a +4 morale bonus on saves against fear to allies within 10 feet. A frightened character flees as best it can, but note that running is impossible. When a character flees off the map due to being frightened, simply count squares of movement from the edge of the map to determine how far the character must move to return to the fight.

If PCs overcome the conflict here, refer back to page 4 to continue the adventure.



ENCOUNTER TERRAIN

Fallen Column: It takes 2 squares of movement to enter a square with a fallen column. A fallen column can provide cover. A creature standing on a fallen column gains a +1 bonus on attack rolls for standing on higher ground when making a melee attack against a foe standing on the ground. Squares with broken chunks of a column (as opposed to a square largely occupied by whole fallen column) count as heavy debris.

Heavy Debris: It costs 2 squares of movement to enter a square with heavy debris. Heavy debris adds 5 to the DC of Balance and Tumble checks, and it imposes a -5 penalty on Move Silently checks. Running or charging through heavy debris is impossible.

High Ceilings: The ceilings in the colonnaded hall are 30 feet high, but in the entry chamber where the goblin archers stand they are just 10 feet tall.

KRENSHAR (2)

CR 1

N Medium Magical Beast

Init +2; **Senses** Listen +3, Spot +1; darkvision 60 ft., low-light vision, scent

Languages —

AC 15, touch 12, flat-footed 13

hp 11 (2 HD)

Fort +3, **Ref** +5, **Will** +1

Speed 40 ft. (8 squares)

Melee bite +2 (1d6) and

claws +0/+0 (1d4)

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

Special Actions scare

Abilities Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13

Feats Multiattack, Track

Skills Hide +4, Jump +9, Listen +3, Move Silently +6

Scare (Su): As a standard action, a krenshar can pull the skin from its face and scream at a creature within 130 feet. The targeted creature is frightened (*DMG* 301) for 1 round and must succeed at a DC 13 Will save or instead be frightened for 1d4 rounds. A creature that saves cannot be affected by the same krenshar's scare ability for 24 hours. This is a mind-affecting fear effect.

GOBLIN ARCHER (4)

CR 1/3

NE Small Humanoid (goblinoid)

Init +1; **Senses** Listen +2, Spot +2; darkvision 60 ft.

Languages Goblin

AC 16, touch 12, flat-footed 15

hp 5 (1 HD)

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

Speed 30 ft. (6 squares)

Melee morningstar +2 (1d6)

Ranged mwk longbow +4 (1d6)

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

Abilities Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Feats Alertness

Skills Hide +3, Listen +2, Move Silently +3, Ride +4, Spot +2

Possessions morningstar, masterwork longbow, chain shirt, 20 arrows, 5 sp, 3 cp

ENCOUNTER 2: FROSTSILVER CRYPTS (EL 5)

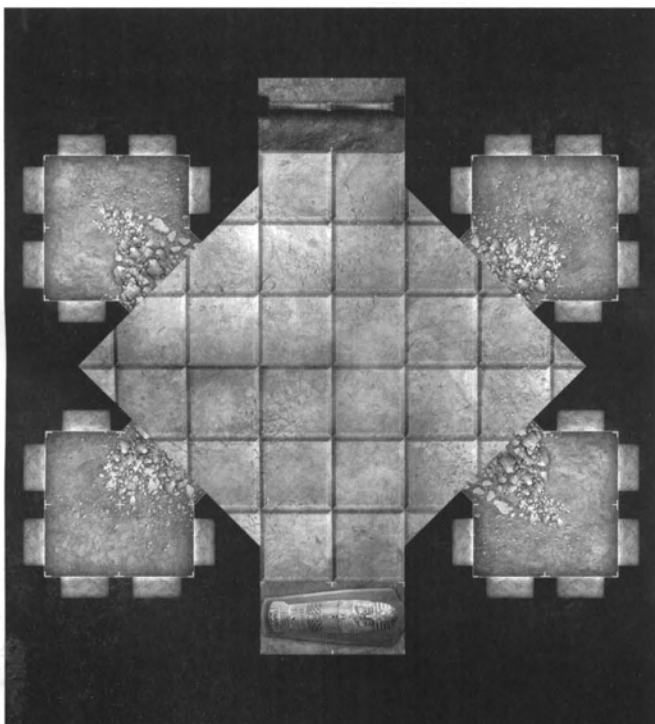
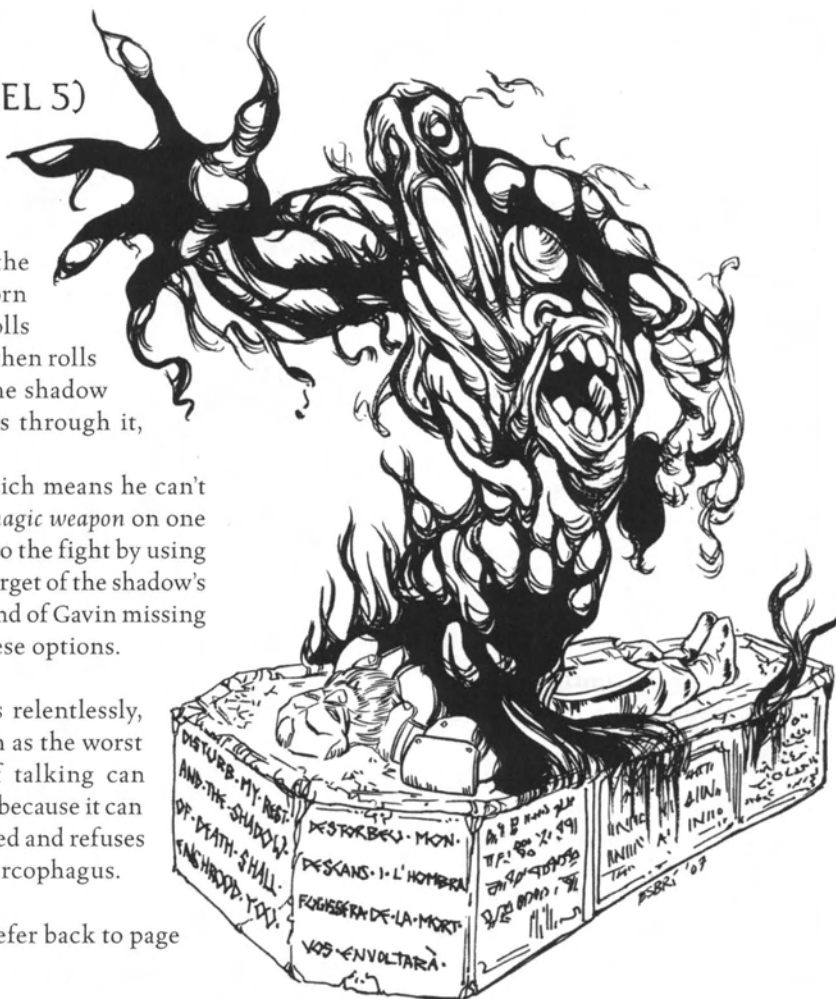
Setup: The shadow's arrival was slow enough that it doesn't surprise the PCs. Have both the PCs and the shadow (S) roll initiative normally.

Note that Durven can't turn the shadow. It has too many Hit Dice. Morn has a chance of turning it only if he rolls a 19 or 20 on his turning check. If he then rolls 7 or more for his turning damage, the shadow returns to its sarcophagus and sinks through it, fleeing beneath the earth.

Gavin lacks a magic weapon, which means he can't hurt the shadow unless Morn casts *magic weapon* on one of his axes. Gavin can still contribute to the fight by using the aid another action to provide the target of the shadow's attacks with a bonus to AC. After a round of Gavin missing the shadow, remind the players of these options.

Tactics: The shadow attacks the PCs relentlessly, focusing on the dwarves, seeing them as the worst defilers of its tomb. No amount of talking can convince the shadow to stop attacking because it can see that the whole crypt has been defiled and refuses to trust those who tried to open its sarcophagus.

If PCs overcome the conflict here, refer back to page 4 to continue the adventure.



ADVANCED SHADOW

CR 4

CE Medium Undead (Incorporeal)

Init +2; Senses Listen +9, Spot +9; darkvision 60 ft.

Languages —

AC 13, touch 13, flat-footed 11; Dodge

Miss Chance 50% for magic attacks

hp 45 (7 HD)

Fort +2, Ref +4, Will +6

Immune mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal, damage, ability drain, energy drain, nonmagical attacks

Speed fly 40 ft. (good) (8 squares)

Melee incorporeal touch +5 (1d6 Str)

Base Atk +3; Grp —

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

SA create spawn, strength damage

Feats Alertness, Dodge

Skills Hide +10 (+14 in shadows, +6 in light), Listen +9, Search +4, Spot +9

Strength Damage (Su): A shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 dies.

Create Spawn (Su): A humanoid creature reduced to Strength 0 by a shadow becomes a shadow under the control of its killer in 1d4 rounds.

ENCOUNTER 3: WINDY HALL (EL 5)

Setup: The ice mephits (I) attack when the PCs are in the midst of crossing the unstable floor and crevasse. They shriek gleefully before flying up to attack, inadvertently giving the PCs warning. Allow the ice mephits and PCs to roll initiative and start combat normally.

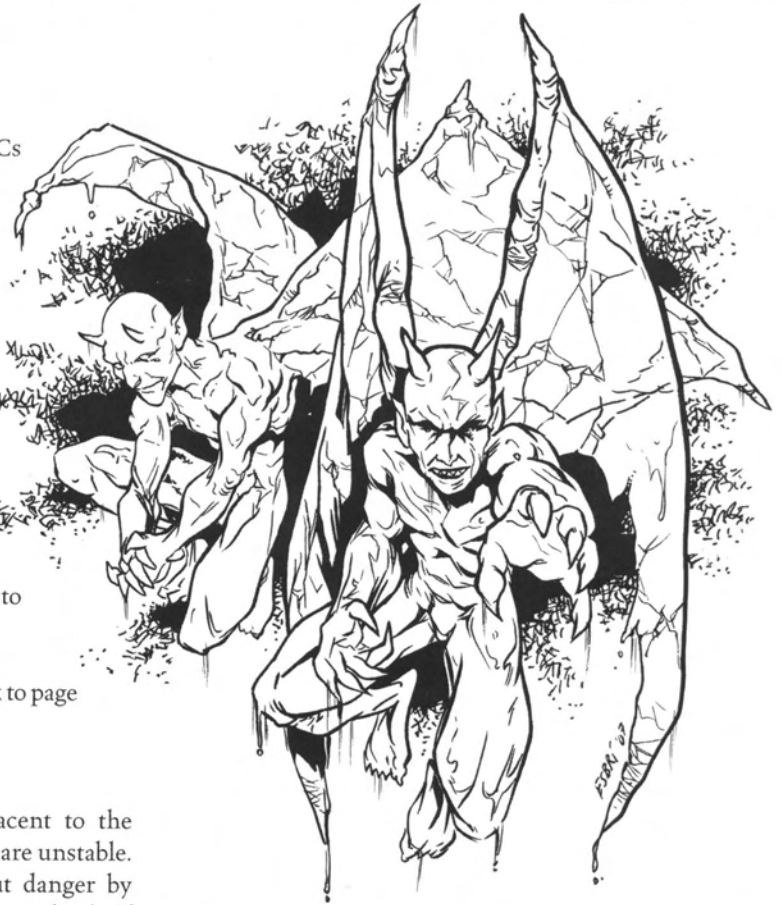
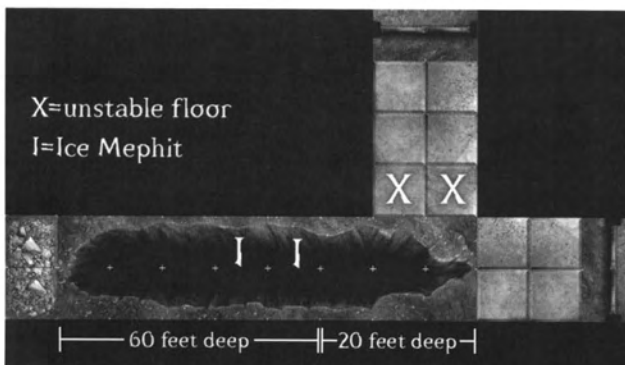
Tactics: On the first round, one of the mephits moves close to use its breath weapon, and the other uses its *chill metal* ability. In the round after, they both use their *magic missiles*. If they still live on the third round, they move close to the most injured PCs to make full attacks. When one mephit is killed, the remaining ice mephit attempts to summon another of its kind.

If PCs overcome the conflict here, refer back to page 5 to continue the adventure.

ENCOUNTER TERRAIN

Unstable Floor Squares: The squares adjacent to the crevasse nearest the entrance that the PCs use are unstable. A creature can move through them without danger by moving at half speed and making a DC 8 Balance check. If a creature does not move through them at half speed or fails the Balance check, it must succeed at a DC 15 Reflex save or fall into the crevasse, hitting bottom 20 feet below and taking 2d6 points of damage.

Crevasse: The nearest four squares of the crevasse are just 20 feet below the floor of the hall, but the other squares dip to a depth of 60 feet. At the base of this deeper area is a 2-foot diameter hole through which blows cold mountain air. Beyond the hole is a long tunnel that eventually exits on a the sheer face of the mountain. Climbing the sides of the crevasse requires a DC 15 Climb check.



ICE MEPHIT (2)

CR 3

N Small Outsider (air, cold, extraplanar)

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

Languages Auran, Common

AC 18, touch 14, flat-footed 15; **Dodge** hp 13 (3 HD); **DR** 5/magic; fast healing 2

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

Immune cold

Vulnerable fire

Speed 30 ft. (6 squares), fly 50 ft. (10 squares)

Melee claws +4/+4 (1d3 plus 1d4 cold)

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

Special Actions breath weapon, spell-like abilities, summon mephit

Spell-Like Abilities:

1/hour—*magic missile* (CL 3rd)

1/day—*chill metal* (CL 6th)

Abilities Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Escape Artist +9, Hide +13, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)

Breath Weapon (Su): 10-foot cone of ice shards, 1d4 cold, Reflex DC 12 half. Creatures that fail their saves are tormented. This imposes a -4 penalty to AC and a -2 penalty to attack rolls for 3 rounds.

Summon Mephit (Sp): Once per day, an ice mephit can summon another ice mephit as though casting a *summon monster* spell, but the summoning has only a 25% chance of success. A summoned mephit cannot summon another one for 1 hour.

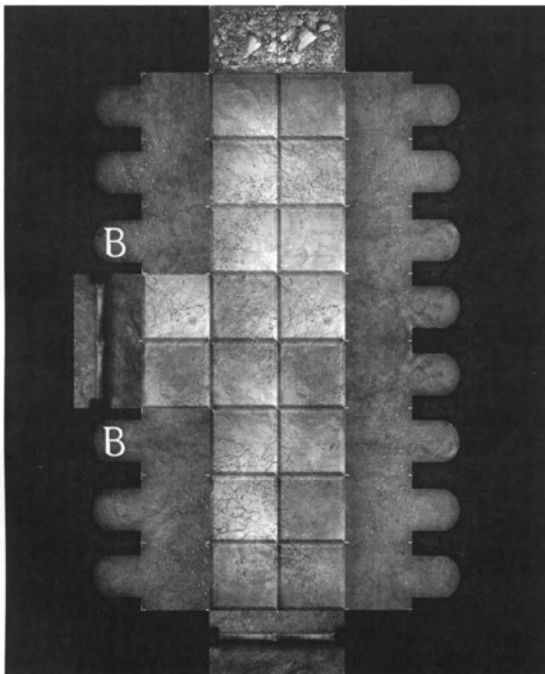
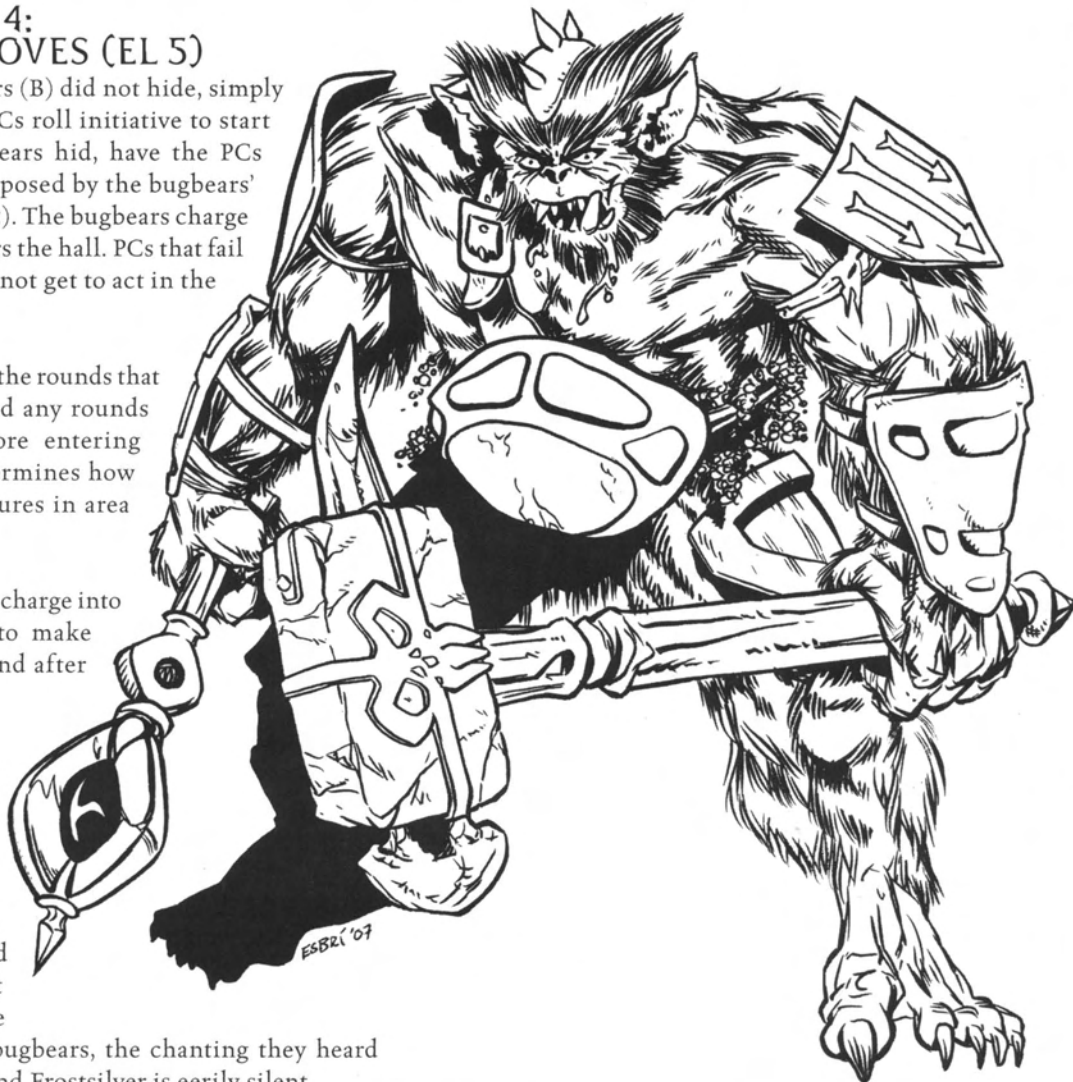
ENCOUNTER 4: HALL OF ALCOVES (EL 5)

Setup: If the bugbears (B) did not hide, simply have them and the PCs roll initiative to start combat. If the bugbears hid, have the PCs make Spot checks opposed by the bugbears' Hide checks (Hide +5). The bugbears charge the first PC who enters the hall. PCs that fail their Spot checks do not get to act in the surprise round.

Special Note: Count the rounds that this combat takes and any rounds the PCs spend before entering the chapel. This determines how much time the creatures in area 8 have to prepare.

Tactics: The bugbears charge into melee and attempt to make full attacks each round after their initial charge.

If PCs overcome the conflict here, refer back to page 5 to continue the adventure. Combat in this room alerts the drow, duergar, and goblins in the adjacent chapel. So when the PCs finish fighting bugbears, the chanting they heard earlier has stopped, and Frostsilver is eerily silent.



BUGBEAR GUARD (2)

CR 3

Male and Female Bugbear Fighter 1
NE Small Humanoid (goblinoid)
Init +1; Senses Listen +4, Spot +4; darkvision 60 ft.
Languages Common, Goblin

AC 19, touch 12, flat-footed 18
hp 30 (4 HD)
Fort +2, Ref +5, Will +1

Speed 30 ft. (6 squares)
Melee mwk warhammer +9 (1d8+4) or
mwk warhammer +7 (1d8+4) and
light mace +6 (1d6+2)
Base Atk +3; Grp +7

Abilities Str 19, Dex 15, Con 15, Int 10, Wis 10, Cha 9
Feats Alertness, Weapon Focus (warhammer),
Two-Weapon Fighting
Skills Climb +7, Hide +5, Listen +4, Move Silently +7, Spot +4
Possessions masterwork warhammer, masterwork light
mace, masterwork studded leather

ENCOUNTER 5: CHAPEL (EL 6)

Setup: The PCs' foes heard the combat with the bugbears as soon as it began. Thus, they're ready when the PCs open the doors to the chapel. Varnok (V), the duergar wizard, begins casting defensive spells and drinking his potions as soon as that fight begins. The number of defensive actions he can take depends on the number of rounds the PCs took to open the door to this area. Varnok casts his spells and drinks potions in the following order: *shield*, *mage armor*, *mirror image*, *potion of shield of faith* +3, *blur*, *potion of resist fire* 10.

Killian (K), the drow fighter, uses his time to cast *darkness* on a stone in the rubble next to the crevasse. This creates an area of *darkness* as noted on the encounter map. He then simply waits for the PCs to come to him, standing on the edge of the darkness so that he gains concealment but the PCs who would fight him do not.

The goblin archers (A) take position on the stage to shoot at the PCs. The elite goblin warriors (E) hide among the pews and attack when the PCs get close.

Have the PCs make Spot checks when they open a door to the chapel to see if they spot the hiding elite goblin warriors (Hide +3). Remember to penalize the PCs for distance.

Since everyone is ready to fight, roll initiative and begin combat normally.

Tactics: Varnok cast *enlarge* earlier in the day to intimidate the bugbears, so he lacks the ability to cast it in this fight. He uses his wand from behind cover on the wooden stage. When PCs get close, he uses *color spray* and *daze* to incapacitate foes and then attempts to flee under cover of *invisibility*. Killian attempts to flank PCs or to stand on a pew to gain an attack bonus for higher ground. The goblin archers remain on the stage and shoot at the PCs, acting as a buffer for Varnok. The elite goblin warriors attempt to flank PCs and get higher ground bonuses when they attack.

If PCs overcome the conflict here, they've won! Frostsilver is clear of foes.

ENCOUNTER TERRAIN

Darkness: Creatures in this area have concealment (20% miss chance).

Heavy Debris: It costs 2 squares of movement to enter a square with heavy debris. Heavy debris adds 5 to the DC of Balance and Tumble checks, and it imposes a -5 penalty on Move Silently checks. Running or charging through heavy debris is impossible.

Crevasse: The crevasse is 20 feet deep. Climbing the sides of the crevasse requires a DC 15 Climb check.

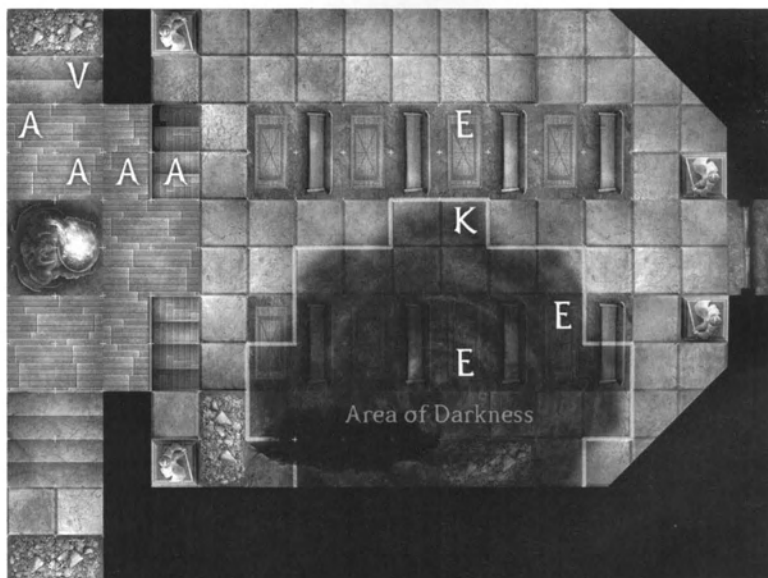
High Ceilings: The ceilings in the chapel are 20 feet high, but above the wooden stage they are just 10 feet tall.

Steep Stairs: These stairs rise 5 feet per square, placing the top of the stairs and the wooden stage 10 feet above the floor of the chapel. A creature moving up the stairs must spend 2 squares of movement to enter each square. Tumble checks on the stairs take a -5 penalty. A creature running or charging down the stairs must succeed at a DC 10 Balance check upon entering the first square. On a failed check, the creature stumbles and must stop 1d2[ts]5 feet later. If the creature fails by 5 or more, it takes 1d6 points of damage and falls prone at the end of the movement. A creature making a melee attack against a creature below it gains a +1 bonus to attacks for standing on higher ground.

Wooden Stage: The wooden stage is 10 feet above the floor of the chapel. Climbing the side of the stage requires a DC 20 Climb check.

Fire: A creature moving into a square of fire takes 2d6 points of fire damage and must succeed on a DC 15 Reflex save or catch fire.

Pew: 1/2 in. thick; AC 5; hardness 5; hp 10; break DC 17. The wooden pews provide cover. A creature standing on a pew gains cover from foes attacking over the back of the pew. Standing on a pew grants a +1 bonus on melee attacks against foes on the ground. A successful DC 15 Strength check tips over a pew. Any occupant of a tipped pew must succeed at a DC 15 Reflex save or fall prone.



GOBLIN ARCHER (4)

CR 1/3

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

AC 16, touch 12, flat-footed 15
hp 5 (1 HD)
Fort +3, Ref +1, Will -1
[rule]
Speed 30 ft. (6 squares)
Melee morningstar +2 (1d6)
Ranged mwk longbow +4 (1d6)
Base Atk +1; Grp -3

Abilities Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
Feats Alertness
Skills Hide +3, Listen +2, Move Silently +3, Ride +4, Spot +2
Possessions morningstar, masterwork longbow, chain shirt, 20 arrows, 5 sp, 3 cp

VARNOK

CR 4

Male duergar wizard 3
LE Medium Humanoid (Dwarf)
Init +3; **Senses** Listen +1, Spot +1; darkvision 120 ft.
Languages Common, Draconic, Dwarven, Goblin, Undercommon

AC 13, touch 13, flat-footed 10; **AC with Spells and Potions** 24, touch 16, flat-footed 20 (*mage armor*, *shield*, and *shield of faith*)
hp 18 (3 HD)
Fort +4 (+8 spells), Ref +4 (+8 spells), Will +3 (+7 spells)
Immune paralysis, phantasms, poison

Speed 20 ft. (4 squares)
Melee dagger +0 (1d6-1/18-20)
Ranged *wand of Melf's acid arrows* +4 ranged touch (special)
Base Atk +1; Grp +0
Combat Gear *wand of Melf's acid arrow* (CL 3rd; 17 charges; ranged touch +4; 2d4 acid plus 2d4 acid on next round), *potion of cure moderate wounds*, *potion of resist energy (fire)*, *potion of shield of faith* +3
Wizard Spells Prepared (CL 3rd):
2nd—*blur*, *mirror image*
1st—*color spray* (DC 15), *mage armor*, *shield*
0—*daze* x3 (DC 14), *detect magic*
Spell-Like Abilities (CL 6th):
1/day—*enlarge* (cast), *invisibility*

Abilities Str 8, Dex 16, Con 16, Int 14, Wis 10, Cha 8
SA summon familiar (not used)
SQ stability (+4 vs. bull rush or trip), light sensitivity (dazzled in bright sunlight or *daylight* spell)
Feats Point Blank Shot, Precise Shot
Skills Concentration +10, Knowledge (arcana) +9, Knowledge (dungeoneering) +5, Listen +1, Move Silently +6, Search +, Spellcraft +8, Spot +1
Possessions combat gear plus dagger, spellbook, 70 gp
Spellbook spells prepared plus 2nd—*Melf's acid arrow*, *spider climb*; 1st—*burning hands*, *magic missile*; 0—all.

ELITE GOBLIN WARRIOR (3)

CR 1/3

NE Small Humanoid (goblinoid)
Init +3; **Senses** Listen +3, Spot +3; darkvision 60 ft.
Languages Goblin

AC 20, touch 14, flat-footed 17
hp 10 (1 HD)
Fort +4, Ref +3, Will +0
[rule]
Speed 30 ft. (6 squares)
Melee mwk battleaxe +5 (1d6+2)
Base Atk +1; Grp -3

Abilities Str 15, Dex 17, Con 14, Int 10, Wis 11, Cha 4
Feats Alertness
Skills Hide +3, Listen +3, Move Silently +3, Ride +4, Spot +3
Possessions masterwork battleaxe, chain shirt, heavy steel shield, 5 sp, 3 cp

KILLIAN ORBBJESS

CR 3

Male drow fighter 2
NE Medium Humanoid (Elf)
Init +3; **Senses** Listen +1, Spot +1; darkvision 120 ft., low-light vision
Languages Elven, Undercommon

AC 22, touch 13, flat-footed 22; Dodge
hp 20 (2 HD)
Fort +4, Ref +3, Will -1 (+1 enchantment)
SR 13
Immune sleep

Speed 20 ft. (4 squares)
Melee mwk longsword +8 (1d8+4/19-20)
Base Atk +2; Grp +6
Spell-Like Abilities (CL 2nd):
1/day—*dancing lights*, *darkness* (cast), *faerie fire*

Abilities Str 18, Dex 16, Con 12, Int 10, Wis 8, Cha 10
SQ light blindness (blinded for 1 round in bright sunlight or *daylight* spell, then dazzled)
Feats Dodge, Toughness, Weapon Focus (longsword)
Skills Climb +5, Jump -1, Listen +1, Search +2, Spot +1
Possessions +1 *breastplate*, masterwork longsword, masterwork heavy steel shield, 30 gp

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XAPHNIA LIADON

Female Elf Sorcerer

Level 4

Lawful Neutral

Xaphnia was bemused when her dwarven friends found the map to Protsilver and became so happy. It seems odd to be excited about finding a run-down hole in the ground, but then Morn and Durven are dwarves, and dwarves are strange creatures. Regardless, Xaphnia will go wherever Durven goes. The brash dwarf saved her life once, and Xaphnia feels duty bound to return the favor. Unfortunately, since they've traveled together the paladin and his brother have made a habit of it. If Gavin and Tara follow suit, it might be time to reconsider what qualifies as "duty."



Ability	Score	Modifier
Strength	8	-1
Dexterity	16	+3
Constitution	16	+2
Intelligence	10	+0
Wisdom	9	-1
Charisma	14	+1

Initiative	+1
Armor Class	16
Flat-Footed AC	11
Touch AC	14
Move	30 ft. (6 squares)
Hit Points	33 (4 HD)

Base Attack	+2
Melee Attack	+1
Grapple	+1
Ranged Attack	+5

Weapon	Attack Bonus	Damage	Critical Hit	Range/Special
Masterwork longsword	+3	1d8+1	19-20/x3	—

Saving Throws

Fort	+4	Ref	+4
Will	+3 (+5 enchantment)		

Feats

Point-Blank Shot (+1 bonus on ranged attacks and +1 bonus to damage within 30 feet, including spells)
Precise Shot (no penalty for ranged attack against foes in melee)

Special Abilities

+ Low light vision (see normally in shadowy areas)
+ Secret door detection (automatically Search for secret doors)

Skills

Concentration	+7 (Con)
Listen	+1 (Wis)
Search	+3 (Int)
Spellcraft	+10 (Cha)
Spot	+1 (Wis)

2nd-Level Sorcerer Spell (cast 4/day)

Scorching Ray: +5 ranged touch, range 35 feet, 4d6 fire damage

1st-Level Sorcerer Spells (cast 7/day)

Lesser Orb of Acid: +5 ranged touch, range 35 feet, 2d8 acid damage
Magic Missile: automatic hit, range 140 ft., 2 missiles, 1d4+2 damage per missile
Shield: +4 shield bonus to AC for 4 minutes



0-Level Sorcerer Spells (cast 6/day)

Ray of Frost: +5 ranged touch, range 35 feet, 2d3 cold damage
Detect Magic: Detect spells and magic items within 60 feet
Dustier Undead: +5 ranged touch, range 35 feet, 1d6 damage to undead
Light: Object touched shines like torch
Read Magic: Understand writing on scroll or spellbook
Resisture: You or touched ally gains +1 resistance bonus on saving throws for 1 minute

Magic Items

Amulet of natural armor +1, bracers of armor +1, ring of protection +1
Potion of cure moderate wounds (heals 2d8+3 hit points)

Equipment

Masterwork longsword

TARA REDSTAG

Female Human Fighter

Level 4

Neutral Good

Tara Redstag is a native of the faraway Nelamber Isles, but her grandfather was a barbarian of Icewind Dale. Like her friend Durven and Morn, she came to the cold north in search of ties to the past as well as adventure. Unfortunately, she found her relatives to be a rude and superstitious lot. When Morn discovered the map to Frostsilver, Tara was almost as excited as her dwarven friends. Always fascinated by dwarven culture, Tara can't wait to see what her friends' ancient clan-home looks like.



Ability	Score	Modifier
Strength	16	+3
Dexterity	16	+3
Constitution	14	+2
Intelligence	10	+0
Wisdom	10	+0
Charisma	8	-1

Initiative	+7
Armor Class	11
Flat-Footed AC	10
Touch AC	11
Move	20 ft. (4 squares)
Hit Points	34 (4 HD)

Base Attack	+4
Melee Attack	+7
Grapple	+7
Ranged Attack	+7

Weapon	Attack Bonus	Damage	Critical Hit	Range/Special
+1 dwarven maul	+9	1d10+6	[15]2	—
Javelin	+7	1d6+3	[18]2	30 ft.

Saving Throws			
Fort +6	Ref +4	Will +0	

Feats	
Dodge (+1 AC vs. chosen foe)	
Mobility (+4 AC for attacks provoked by moving)	
Spring Attack (Attack during a move)	

Skills	
Climb	+3 (Str)
Jump	+3 (Str)
Swim	-1 (Str)

Special Abilities	
None	

Magie Items

+1 dwarven maul, +1 breastplate, +1 heavy steel shield
 Potion of lesser restoration (heals 1d4 ability damage)
 Potion of shield of faith +1 (+2 to all AC types for 1 minute)

Equipment

6 javelins, 2 sunrods, masterwork dagger, 50 feet of silk rope, backpack, grappling hook, flint and steel



MORN FROSTSILVER

Male Dwarf Cleric of Moradin

Level 4

Lawful Good

After he and his friends defeated a band of marauding orcs in their lair, Morn Frostsilver discovered an ancient map that had somehow ended up in a secret compartment in a chest that his brother Darven smashed. To Morn's surprise and delight, it showed the location of his long-lost clan home. Centuries ago, the Frostsilver clan abandoned it after a plague struck, and its location had been forgotten. Now with this map, Morn and his friends have a chance of finding it, and perhaps the far-flung branches of the Frostsilver clan can be convinced to return home.

Ability	Score	Modifier
Strength	16	+3
Dexterity	10	+0
Constitution	16	+3
Intelligence	9	-2
Wisdom	14	+2
Charisma	10	+0

Initiative	+0
Armor Class	19
Flat-Footed AC	19
Touch AC	10
Move	20 ft., 5 squares
Hit Points	33 (4 HD)

Base Attack	+3
Melee Attack	+6
Grapple	+6
Ranged Attack	+3

Weapon	Attack Bonus	Damage	Critical Hit	Range/Special
+1 maul	+7	1d10+5	x3	—
Masterwork light crossbow	+4	1d8	x2	80 ft.

Saving Throws

Fort +7 (+9 poison, spells)
Ref +1 (+3 spells)
Will +6 (+8 spells)

Feats

Combat Casting
(+4 to cast defensively)

Skills

Concentration +10 (Con)
Knowledge (religion) +7 (Int)

Special Abilities

- Darkvision (see in the dark up to 60 feet)
- +1 on attacks against goblinoids
- Turn undead (3/day; check d10; damage 1d6+6)
- Spontaneous casting (exchange a prepared spell for healing magic)
- Sensecunning (automatically search for unusual stonework)
- Stability (+4 vs. bull rush or trip)

2nd-Level Cleric Spells

Aid: Target gains +1 morale bonus on attack rolls and saves against fear as well as 1d8+1 additional hit points for 4 minutes.
Hold Person: Paralyze one humanoid for 4 rounds (DC 15 Will negates).
Lesser Restoration: Heals 1d4 ability damage to one target.
Sound Burst: 1d8 sonic damage and 1-round stun to all creatures in 2-square radius (DC 15 Fortitude negates stun).



1st-Level Cleric Spells

Bless: You and your allies gain a +1 morale bonus on attack rolls and saves against fear for 4 minutes.
Divine Favor: You gain a +1 bonus on attacks and a +1 bonus to damage for 1 minute.
Magic Weapon: Touched weapon becomes magic and gains a +1 bonus on attacks and a +1 bonus to damage for 4 minutes.
Protection from Evil: You or a touched ally gains a +2 deflection bonus to AC and a +2 bonus on saves against evil attacks for 4 minutes.
Shield of Faith: You or a touched ally gains a +2 to deflection bonus to AC for 4 minutes.

0-Level Cleric Spells

Detect Magic (DC): Detect spells and magic items within 60 feet.
Guidance: Target gets a +1 bonus on one attack roll, save, or skill check.
Light: Object touched shines like torch.
Read Magic: Understand writing on scroll or spellbook.

Magic Items

+1 maul, +1 full plate
Robe of care (light wounds) (heals 1d8+1 hit points)

Equipment

Ancient map to Frostsilver, masterwork light crossbow (30 bolts)

GAVIN GALLOWSLLEE

Male Halfling Fighter/Rogue

Level 2/2

Chaotic Good

Gavin Gallowsslee met the other adventurers on a ship sailing north out of his home city of Waterdeep. Initially Gavin was distrustful of the strange band, and it took a couple of attacks by pirates for Gavin to see their worth and for them all to become friends. Gavin is mostly along for the ride on the group's adventures. He hopes that there is some treasure left in Frostdriver and that Morn and Derrien won't mind too much if he takes it—just his fair share, of course.

Ability	Score	Modifier
Strength	12	+1
Dexterity	18	+4
Constitution	16	+3
Intelligence	10	+0
Wisdom	9	-1
Charisma	8	-1

Initiative	+4
Armor Class	22
Flat-Footed AC	17
Touch AC	21
Move	20 ft. (4 squares)
Hit Points	32 (4 HD)

Base Attack	+1
Melee Attack	+5
Grapple	+0
Ranged Attack	+8

Weapon	Attack Bonus	Damage	Critical Hit	Range/Special
Masterwork throwing axe	+9	1d4+1	x2	—
Attack with both axes	+7/+7	1d4+1/1d4	x2	—
Masterwork throwing axe (thrown)	+10	1d4+1	x2	10 ft.
Throw both axes	+8/+8	1d4+1/1d4	x2	10 ft.

Saving Throws

Fort +7 Ref +8 Will +0 (+2 fear)

Special Abilities

- Evasion** (takes no damage when you make a Reflex save for half damage)
- Sneak Attack** (+1d6 damage on attacks against flanked or flat-footed foes)
- Trapfinding** (use Search to find traps)

Feats

- Point-Blank Shot** (+1 to ranged attacks and damage within 30 feet)
- Precise Shot** (no penalty for ranged attack against foes in melee)
- Two-Weapon Fighting** (make two mw throwing axe attacks if you don't move more than 5 feet)

Skills

Climb	+7 (Str)
Disable Device	+7 (Int)
Jump	+3 (Str)
Hide	+11 (Dex)
Listen	+6 (Wis)
Move Silently	+10 (Dex)
Search	+5 (Int)
Spot	+4 (Wis)
Tumble	+10 (Dex)

Magic Items

- +1 chain shirt
- ring of protection +1
- Ring of cure light wounds (heals 1d8+1 hit points)
- Ring of lesser restoration (heals 1d4 ability damage)

Equipment

- 5 masterwork throwing axes
- masterwork thieves' tools
- 2 sunrods, 50 feet of silk rope, backpack, flint and steel

DURVEN FROSTSILVER

Male Dwarf Paladin of Muradin

Level 4

Lawful Good

In the party's last adventure, Durven smashed a locked chest to get in the treasure within. As he scooped up the coins (to be carefully counted and shared later), his brother Morn pulled a scrap of paper from between two pieces of shattered wood. It was a dwarven map of the mountains that revealed the location of Frostsilver, the home of their ancestors that has been lost for centuries.

Like his brother, Durven fervently hopes the former clan-home is still intact. Its rediscovery in the mountains of the Spine of the World might rival the reclamation of Mithral Hall!

Ability	Score	Modifier
Strength	17	+3
Dexterity	12	+1
Constitution	13	+2
Intelligence	8	-1
Wisdom	10	+0
Charisma	14	+2

Initiative	+1
Armor Class	10
Flat-Footed AC	10
Touch AC	11
Move	20 ft. (4 squares)
Hit Points	30 (6 HD)

Base Attack	+4
Melee Attack	+7
Grapple	+7
Ranged Attack	+5

Weapon	Attack Bonus	Damage	Critical Hit	Range/Special
+1 greataxe	+9	1d6+5	19-20/x2	—
Masterwork light crossbow	+5	1d8	x2	80 ft.

Saving Throws

Fort	+7 (+9 poison, spells)
Ref	+4 (+6 spells)
Will	+3 (+5 spells)

Feats

Power Attack:

Subtract up to 4 from your melee attack roll and add double that number to damage.

Special Abilities

- Darkvision (see in the dark up to 60 feet)
- +1 on attacks against goblinoids
- Turn undead 5/day; check D20+2; damage 1d6+1
- Smite evil 1/day (+2 to hit, +4 to damage)
- Immune to fear and disease
- Aura of courage (allies within 1 square gain +4 morale bonus to saves against fear)
- Detect evil at will (detect evil within 60 feet)
- Lay on hands (heal up 8 hit points throughout the day)
- Stonecunning (automatically Search for unusual stonework)
- Stability (+4 vs. bull rush or trip)

Skills

Heal +7 (Wis)

Magic Items

+1 greataxe, +1 full plate
Baton of cure light wounds (heals 1d8+1 hit points)

Equipment

Masterwork light crossbow (30 bolts)

