

THE MAWTOOTH ROAD

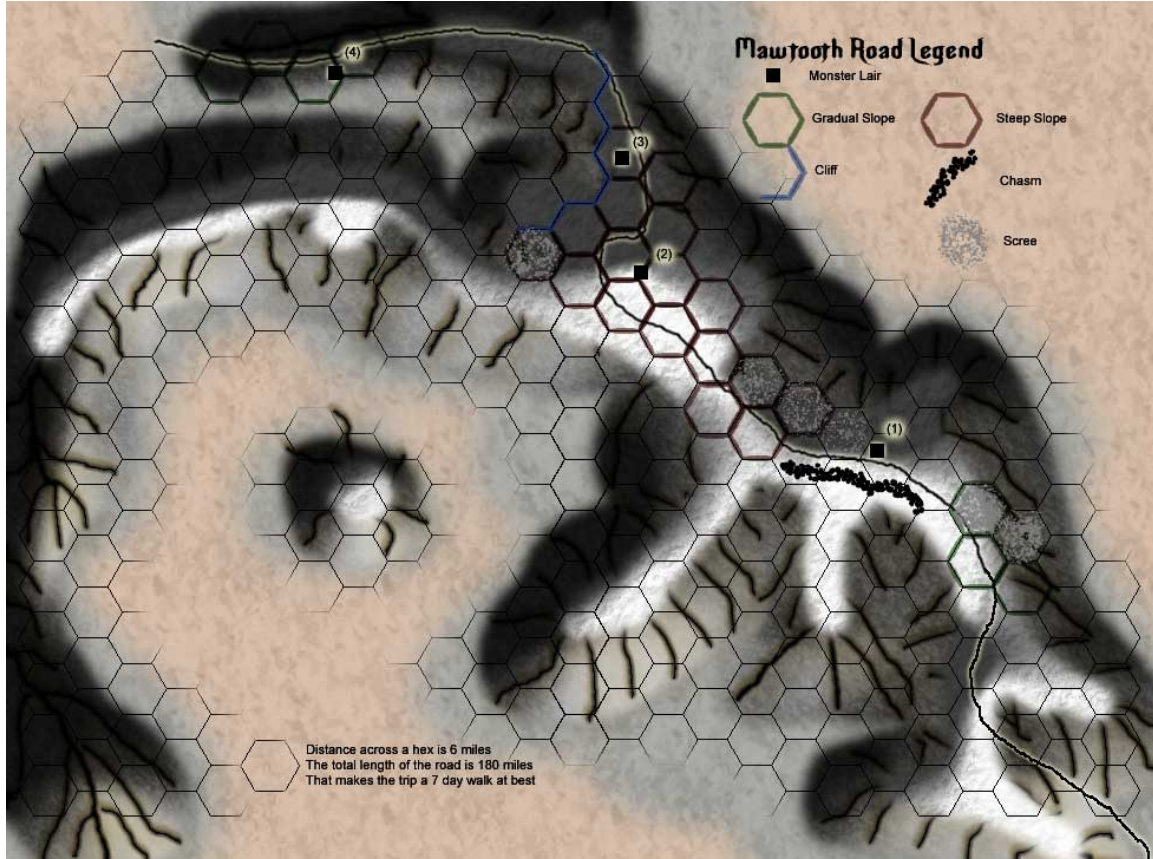
AN ADVENTURE LOCATION FOR THE SHADOWBOUND CAMPAIGN

"There is another way out if you are headed for the northern reaches and are stout of heart"
~ Thurm

Deep in the Mawtooth Mountains, behind the fortress of Thurm, there is a secret path that leads along the spine of the mountains to the Northern Reaches, the ancestral land of the Dragons. But this path is not for the weak or the faint of heart. If the denizens of the Icefell don't kill you, the mountain itself just might!

INTRODUCTION

This adventure location is written to be challenging for a party of 5th level characters, though some of the encounters here are above that level. DMs are encouraged to read the *Frostburn*© accessory from Wizards of the Coast™ before running some of these encounters since having a better understanding of the rules regarding the frozen terrain will help you make the encounters more interesting. If you don't have this book, you can play most of the encounters with little or no adjustments.



WHAT TO EXPECT

These adventure locations are written to be used in a number of ways depending on what the DM needs at the time. While they contain general information about the denizens, weather, and geography of the region and random encounter tables for the traveler, they can also be used as settings for complete adventures. This document does not contain these complete adventures, just plot hooks and ideas. It has been intentionally left to the DM to write the details.

That having been said, the document is laid out in the following sections:

1. Climate and Geography
This section contains the information regarding weather patterns here and identifies the landmarks and major geographical features of the location.
2. Random Encounters
The second section includes the random encounter table along with abbreviated stats for the creatures found on it and possible motivations for the enemies.
3. Adventure Hooks
Section three takes some of the motivations of the creatures listed above and provides a little more detail on them when they can be turned into complete adventures.

CLIMATE AND GEOGRAPHY

With nature at it's most untamed, the most dangerous part about a journey along a hidden and forgotten road can often be the road itself. The Mawtooth Road is a dangerous place for anyone. It runs along the peaks and crests of the highest mountains, follows the winding path atop steep cliffs and deep chasms; but more than that, if you manage to keep your feet, the temperature is deadly cold.

THE EFFECTS OF TEMPERATURE

The climate at the top of the mountains, along the Mawtooth Road, vary from 0°F to -20°F which qualifies it as Severely Cold according to *Frostburn*©. The effects of this climate are given on page 302 of the *Dungeon Master's Guide* but basically all creatures that are not accustomed to this temperature range must succeed on a Fortitude save every 10 minutes (DC 15, +1 for each previous check) or suffer 1d6 points of non-lethal damage and be beset by frostbite or hypothermia, resulting in the character being treated as if fatigued (character cannot run or charge and suffers a -2 penalty to Strength and Dexterity; *Dungeon Master's Guide* page 301). A character wearing winter clothing need only check once per hour.

D%	Weather
01-70	Cold, calm
71-80	Cold snap
81-90	Precipitation
91-99	Snowstorm
100	Blizzard

Another climate-related hazard on the Road is snow blindness. Being on the top of the mountains, there is little shade and the direct sunlight can cause a character to become snow-blind (Fortitude save DC 10, +1 per previous check per hour). A snow-blind character suffers a -2 penalty to their AC, loses all Dexterity bonuses to AC, moves at half speed, suffers a -4 penalty to all Dexterity skills as well as Spot, Search, and other checks that rely on vision. This effect lasts for 1d4 hours or for one hour after a character enters a shadowy or enclosed area. It can be cured with a *remove blindness* spell.

Every eight hours that the characters remain on the road, make a check against table 1-2 Weather to determine the weather conditions on the mountain. Refer to the *Dungeon Master's Guide* page 94 for an explanation of each weather type's effect.

THE TREACHEROUS ROAD

Freezing temperatures, vile inhabitants, and now the mountain itself may just try to kill you. The definitions for the terrain hazards are on page 89 of the *Dungeon Master's Guide* so when a character enters a hex with a certain feature you know how it will apply to any encounters that occur in that space.

Generally, a character can walk through any of the terrain types without trouble as long as there is nothing to do but walk. However, the dangerous nature of this mountain provides that characters check each hour for random encounters. The Mawtooth Road is considered a high pass (see the *Dungeon Master's Guide* page 90 for an explanation of Altitude Zones) so characters may have trouble breathing the thin air. Notice that altitude sickness and frostbite both treat a character as fatigued. If a character fails both saving throws, the effects do not stack; the character is exhausted (moves at half speed, -6 Dexterity and Strength, *Dungeon Master's Guide* page 300).

RANDOM ENCOUNTERS

The section above detailed the natural hazards of traveling the Mawtooth Road. However, nature isn't the only thing that characters will have to contend with. There are many nefarious creatures that call this high mountain road home.

Characters traveling along the road must make a check for random encounters every hour that they are moving and every two hours when they are not. Below is given the random encounter table for the Mawtooth Road along with the abbreviated stats for each creature. Some of the creatures have been modified through the use of templates or advanced. Their full stats are given in the appendix.

MONSTER COMPLEX STAT BLOCKS

This section contains all of the Complex Stat Blocks for the creatures found on table 2: Random Encounters. They are copied here simply because it is inconvenient for a DM to have too many books open at once. DMs are, however, encouraged to read the monster's complete listing is able in order to have a better idea of their tactics.

➔ **Whitespaw Hordeling:** CR 1; Small monstrous humanoid (cold, dragonblood); HD 2; hp 13; Init +0; Spd 40ft, fly 20ft (clumsy); Armor Class 13, touch 11, flatfooted 13 (+1 size, +2 natural); Base Atk +2; Grp -2; Atk short sword +3 melee (1d4/19-20) and bite +1 (1d4) or dart +3 ranged (1d3); Full Atk short sword +1/+1 melee (1d4/19-20) and bite +1 melee (1d4); SA breath weapon (30ft cone, once every 1d4 rounds, damage 1d6 cold, Reflex DC 13 half); SQ immunity to cold, vulnerability to fire; AL CE; SV Fort +2, Ref +3, Will +2; Str 11, Dex 10, Con 14, Int 4, Wis 9, Cha 9; Source *Monster Manual IV*, page 156.
Skills: Balance +10, Climb +5, Hide +4, Jump +4, Listen -1, Spot -1.
Feats: Multiattack, Two-Weapon Fighting.
Possessions: 2 short swords, 4 darts.

D%	Encounter	Avg EL
01-12	2d4 Whitespaw Hordelings (<i>MM IV</i> , page 156)	5
13-16	1d3 Whitespaw Hunters (<i>MM IV</i> , page 158)	5
17-20	1 Frost Salamander (<i>MM II</i> , page 107)	7
21-25	1 Ice Gaunt (<i>Frostburn</i> , page 141)	6
26-35	1d3 Snow Goblins (<i>Frostburn</i> , page 136) mounted on Giant Ravens(<i>Frostburn</i> , page 148)	5
36-40	1 Spellwarped Troll (<i>see below</i>)	6
41-55	1d3 Snowcloaks (<i>Frostburn</i> , page 153)	6
56-67	1 Feral Yeti (<i>see below</i>)	5
68-80	1d4 Skeletal Dire Wolves (<i>see below</i>)	5
81-95	1 Dai-Tan Yuan-ti (<i>see below</i>)	5
96-100	1 Ettin (<i>Monster Manual</i> , page 106) with pet Polar Bear (<i>Monster Manual</i> , page 269)	5

➤ **Whitespawn Hunter:** CR 4; Medium monstrous humanoid (cold, dragonblood); HD 6; hp 39; Init +5; Spd 20ft; Armor Class 17, touch 11, flat-footed 16 (+1 Dex, +5 armor, +1 natural); Base Atk +6; Grp +8; Atk ranseur +8/+3 melee (2d4+3/x3) or handaxe +8/+3 melee (1d6+2/x3) or shortbow +7 ranged (1d6/x3); SQ ice step; AL CE; SV Fort +4, Ref +6, Will +6; Str 15, Dex 12, Con 14, Int 8, Wis 13, Cha 10; Source *Monster Manual IV* page 158.

Skills: Listen +6, Spot +6, Survival +8.

Feats: Alertness, Improved Initiative, Track.

Possessions: *potion of cure moderate wounds, potion of pass without trace, potion of protection from good, potion of resist fire, masterwork breastplate, ranseur, handaxe, shortbow with 20 arrows and 10 cold iron arrows.*

➤ **Frost Salamander:** CR 7; Medium magical beast (cold); HD 12d10+12; hp 78; Init +2; Spd 30 ft., climb 30 ft.; Armor Class 17, touch 12, flat-footed 15 (+2 Dex, +5 natural); Base Atk +12; Grp +12; Atk 4 claws +12 melee (1d6/19-20) and bite +10 melee (1d6); Space/Reach 5 ft. by 10 ft./5ft.; SA Cold Aura (creatures within 20ft suffer 1d8 points of cold damage, no save); SQ immune to cold, vulnerable to fire, darkvision 60ft., DR 15/+1, low-light vision; AL CE; SV Fort +9, Ref +10, Will +5; Str 11, Dex 15, Con 12, Int 6, Wis 12, Cha 7; Source *Monster Manual II* page 107.

Skills: Climb +8, Hide +14, Listen +3, Move Silently +13, Spot +3.

Feats: Alertness, Improved Critical (claw), Multiattack.

➤ **Icegaunt:** CR 6; Medium undead (cold); HD 10d12+3; hp 68; Init +0; Spd 30 ft.; Armor Class 17, touch 10, flat-footed 17 (+7 natural); Base Atk +5; Grp +10; Atk Slam +10 melee (1d6+7 plus 1d6 cold plus 1d4 Constitution drain); SA Constitution drain, create spawn, frost touch, spells; SQ Darkvision 60 ft., DR 10/magic, immunity to cold, undead traits, vulnerability to fire; AL NE; SV Fort +3, Ref +3, Will +9; Str 20, Dex 11, Con -, Int 11, Wis 14, Cha 12; Source *Frostburn* page 141.

Skills: Concentration +14, Hide +13, Move Silently +13, Spot +15.

Feats: Cleave, Power Attack, Silent Spell, Toughness.

Constitution Drain (Su): Living creatures hit by an icegaunt's slam attack must succeed on a DC 16 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit points. Temporary hit points gained in this manner last for up to 1 hour.

Create Spawn (Su): Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawn are under the command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Frost Touch (Su): An icegaunt deals and extra 1d6 points of cold damage with each successful slam attack.

Spells: Icegaunts cast spells as 5th-level druids. They can never prepare or cast fire spells.

Typical Druid Spells Prepared: 0 – *detect magic* (2), *guidance, light, resistance*; 1st – *conjure ice beast I**, *detect snares and pits, longstrider, obscuring mist*; 2nd – *chill metal* (DC 12), *fog could, numbing sphere** (DC 12); 3rd – *column of ice** (DC 15)

➤ **Goblin, Snow:** CR ½; Small humanoid (goblinoids); HD 1d8+1; hp 5; Init +1; Spd 30 ft., climb 20 ft.; Armor Class 16, touch 12, flat-footed 15 (+1 size, +1 Dex, +1 natural, +2 leather armor, +1 light shield); Base Atk +1; Grp -2; Atk morningstar +3 melee (1d6+1) or javelin +3 ranged (1d4+1); SQ Booming voice (+4 racial bonus on Intimidate checks), darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 13, Dex 13, Con 12, Int 8, Wis 9, Cha 6; Source *Frostburn* page 136.

Skills: Climb +8, Hide +5, Intimidate +2, Listen +1, Move Silently +4, Spot +2.

Feats: Alertness.

➤ **Raven, Giant:** CR 2; Large magical beast; HD 3d10+3; hp 19; Init +4; Spd 20 ft., fly 70 ft. (poor); Armor Class 16, touch 13, flat-footed 12 (-1 size, +4 Dex, +3 natural); Base Atk +3; Grp +10; Atk Bite +5 melee (1d8+3); Full Atk Bite +5 melee (1d8+3, 2 claws +3 melee (1d4+1)); SQ Darkvision 60 ft., evasion, low-light vision; AL N; SV Fort +4, Ref +7, Will +2; Str 16, Dex 19, Con 13, Int 12, Wis 12, Cha 10; Source *Frostburn* page 148.

Skills: Bluff +3, Listen +4, Sense Motive +4, Spot +7, Survival +4.

Feats: Flyby Attack, Multiattack.

➤ **Snowcloak:** CR 4; Large aberration (cold); HD 4d8+12; hp 30; Init +3; Spd 20 ft., fly 60 ft. (average); Armor Class 17, touch 12, flat-footed 14 (-1 size, +3 Dex, +5 natural); Base Atk +3; Grp +9; Atk tail slap +4 melee (1d6+2); Full Atk tail slap +4 melee (1d6+2), 2 bites +2 melee (1d4+1), and 2 wing claws +2 melee (1d2+2 plus poison [Fortitude save DC 15, 1d4 Dex, paralysis for 1d4 hours]); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities; SQ Darkvision 60 ft., immunity to cold, disease, and poison, regeneration 2, vulnerability to fire; AL N; SV Fort +4, Ref +4, Will +6; Str 14, Dex 16, Con 17, Int 11, Wis 15, Cha 12; Source *Frostburn* page 153.

Skills: Hide +5, Listen +10, Move Silently +9, Spot +10.

Feats: Alertness, Multiattack.

Spell-like Abilities (Sp): At will – *obscuring mist*, *blur*; 3/day – *dimension door*, *invisibility*, *magic missile*; 1/day – *hypnotic pattern* (DC 13). Caster level 4th.

Regeneration (Ex): Snowcloaks regenerate 2 points of damage per round. Fire and acid deal normal damage to a Snowcloak.

➤ **Ettin:** CR 6; Large giant; HD 10d8+20; hp 65; Init +3; Spd 30 ft.; Armor Class 18, touch 8, flat-footed 18 (-1 size, -1 Dex, +7 natural, +3 hide); Base Atk +7; Grp +17; Atk +12 melee (2d6+6, morningstar) or +5 ranged (1d8+6, javelin); Full Atk +12/+7 melee (2d6+6, 2 morningstars); Space/Reach 10 ft./10 ft.; SQ low-light vision, superior two-weapon fighting; AL CE; SV Fort +9, Ref +2, Will +5; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills: Listen +10, Search +1, Spot +10.

Feats: Alertness, Improved Initiative, Iron Will, Power Attack.

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

Skills: Hide –2 (+10 in snowy areas), Listen +5, Spot +7, Swim +16.

Feats: Endurance, Run, Track.

➤ **Feral Yeti:** CR 5; Large monstrous humanoid (Cold); HD 4d10+12; hp 37; Init +0; Spd 50 ft., climb 20 ft.; Armor Class 15, touch 9, flat-footed 15 (-1 size, +6 natural); Base Atk +4; Grp +14; Atk claw +9 (2d6+6); Full Atk 2 claws +9 (2d6+6); Space/Reach 10 ft./10 ft.; SA Constrict, improved grab, pounce; SQ immunity to cold, snowsight, vulnerability to fire, darkvision 60 ft.; fast healing 3; AL N; SV Fort +4, Ref +4, Will +6; Str 22, Dex 11, Con 16, Int 5, Wis 14, Cha 11.

Skills: Climb +14, Hide –2 (+10 in snow), Listen +4, Move Silently +1, Spot +3, Survival +3.

Feats: Dodge, Toughness.

Constrict (Ex): A yeti deals 1d6+4 points of damage with a successful grapple check, plus an extra 2d6 points of cold damage from the heat-absorbing effect of the creature's body.

Snowsight (Ex): A yeti can see in the snow as per the *snowsight* spell.

Pounce (Ex): If a feral creature leaps on a foe during the first round of combat, it can make a full attack even though it has already moved.

➤ **Spellwarped Troll:** CR 6; Large aberration (augmented giant); HD 6d8+48; hp 75; Init +3; Spd 30 ft.; Armor Class 19, touch 12, flat-footed 16 (-1 size, +3 Dex, +7 natural); Base Atk +4; Grp +14; Atk claw +11 (1d6+8); Full Atk 2 claws +11 (1d6+8) and bite +6 (1d6+4); Space/Reach 10ft./10 ft.; SA Rend 2d6+12; SQ darkvision 90 ft., low-light vision, regeneration 5, scent, SR 17, Spell Absorption; AL CE; SV Fort +13, Ref +5, Will +3; Str 27, Dex 16, Con 27, Int 10, Wis 9, Cha 6.

Skills: Listen +5, Spot +6.

Feats: Alertness, Iron Will.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion re-grows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type.

➤ **Skeletal Dire Wolf:** CR 3; Large undead; HD 6d12+18; hp 60; Init +7; Spd 50 ft.; Armor Class 14, touch 12, flat-footed 11 (-1 size, +3 Dex, +2 natural); Base Atk +3; Grp +14; Atk bite +10 (1d8+10); Space/Reach 10 ft./5 ft.; SQ immunity to cold, DR 5/bludgeoning; AL NE; SV Fort +2, Ref +5, Will +5; Str 25, Dex 17, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

➤ **Dai-Tan Yuan-ti:** CR 5; Medium Monstrous Humanoid (cold); 7d8+7; hp 38; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft., climb 15 ft., swim 15 ft.; Armor Class 20, touch 11, flat-footed 19 (+1 Dex, +4 natural, +3 masterwork studded leather, +2 masterwork heavy shield); Base Atk +7; Grp +9; Atk +10 melee (1d6+2/18-20, masterwork scimitar) or +9 ranged (1d8+2/x3, masterwork composite longbow); Full Atk +10/+5 melee (1d6+2/18-20, masterwork scimitar) and +4 melee (1d6+1 plus poison, bite); or +9/+4 ranged (1d8+2/x3, masterwork composite longbow); SA poison, *produce acid*, spell-like abilities, constrict; SQ *alternate form*, *chameleon power*, darkvision 60 ft., *detect poison*, scent, spell resistance 16, immune to cold, double damage from fire; AL CE; SV Fort +3, Ref +6, Will +9; Str 15, Dex 13, Con 13, Int 18, Wis 18, Cha 16;

Skills: Concentration +11, Knowledge (arcana) +14, Knowledge (religion) +14, Hide +10, Listen +16, Spot +16.

Feats: Alertness, blind-Fight, Combat Expertise, Dodge, Improved Initiative.

Poison (Ex): A Dai-Tan's poison causes frostbite. Injury, Fortitude DC 14, initial and secondary damage, fatigue (-2 Str, -2 Dex, target cannot run or charge) and exhaustion (-6 Str, -6 Dex, character moves at half speed). The save DC is Constitution-based.

Produce Acid (Sp): A Dai-Tan Yuan-ti has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-Like Abilities: 3/day – *animal trance* (DC 15), *cause fear* (DC 14), *entangle* (DC 14); 1/day – *deeper darkness*, *neutralize poison* (DC 17), *suggestion* (DC 16). Caster level 8th. The save DCs are Charisma-based.

Chameleon Power (Sp): A Dai-Tan Yuan-ti can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks. This bonus is already included in the above statistics.

Constrict (Ex): A Dai-Tan Yuan-ti with a snake tail deals extra damage (1d6+3) with a successful grapple check against a creature who is Medium or smaller.

ADVENTURE HOOKS

The following section contains ideas for further adventures along the Mawtooth Road. These are provided for the Dungeon Master to use as a first step in creating entire encounters that take place here, but are not detailed. They contain a basic description of the location, a hint at the type of creatures to be found therein, a plot hook and adventure situation.

Each location contains the following information:

Description: This is a one paragraph description of the location for the Dungeon Master and a summary of the hook followed by the inline description of the location that the DM should paraphrase to the characters.

Creatures: This contains a sample creature encounter.

Hook: This paragraph provides one or more suggestions for getting the characters interested in this location.

Lore: This describes the information that a character might know about this location with the appropriate skill check.

1) EB'RILL'S CHASM

Description: Eb'rill's chasm measures almost 15 miles in length and is a full 300 ft. across. It is rumored to have no bottom, but as yet, that has not been verified. It was named after a powerful necromancer that once lived in the honeycomb of caves that bore their way through the mountains. Characters standing at the top must succeed at a DC 18 Fortitude save or become dizzy as the ground seems to drop away from them. The character must then succeed on a DC 10 Balance check in order to move away from the edge. Failure by 5 or more indicates that the character falls into the chasm. This effect lasts until the character can no longer see into the chasm.

The chasm stretches as far as the eye can see along its length and appears to measure about 300 ft. across. There is no bridge or crossing at any point and a strong wind whips up from its depths carrying the noxious stench of dampness and decay.

Creatures: 1 Rot Reaver; 65 hp (*Monster Manual III* page 142); EL 6;

Hook: A character may be interested in retrieving the magical Necrocarnum Soulstone, an ancient artifact that animates the bodies of any dead brought within its range, that Eb'rill had stored in his laboratory if only they could get past all of the dead.

Lore: Characters with ranks in Knowledge (history) can learn more about Eb'rill's Chasm. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (history)

DC	Result
12	Eb'rill is said to have a laboratory somewhere deep down in the caves that line the walls of this chasm.
15	The Rot Reavers only feed on undead flesh, so there are still undead down here.
19	The Necrocarnum Soulstone can animate the bodies of the dead under the control of the Soulstone's owner and legends say that Eb'rill still guards it.
24	The Soulstone can also raise the dead back to life if the owner wills it.

2) JADIRNIOS' PEAK

Description: This mountain peak, indicated by the steep slope hexes on the map above, is the home of Jadirnios, an old white dragon. She calls herself the Sovereign Ruler of the Maw and the Queen of the Frozen Heights. She is very arrogant and a great bully, but she has managed to form quite the small army of Whitespawn creatures that serve her, as well as a tribe of Dai-Tan Yuan-ti.

The peak itself is a series of caves and tunnels once dug by a deposed Remorhaz that still wanders around the area, now Jadirnios' pet and guardian.

Knowledge (Local)

DC	Lore
12	The peak is actually the home of Jadirnios who considers herself the queen of the mountain
16	She is raising an army with which she hopes to substantiate that claim
19	Jadirnios possesses an artifact that can control dragons and reptiles
25	Jadirnios is an old white dragon bent on having complete domination.

While it is called Jadirnios' Peak, the edifice before you appears to be more of a natural castle than the top of a mountain. Numerous caves dot and freckle the snow-white mountain side and the many smaller peaks look like spires on a great palace. The whole thing glistens with a blue tint.

Creatures: Remorhaz; 73 hp (*Monster Manual* page 214); EL 7;

Hook: Jadirnios has been demanding tribute from a friendly creature who also lives on the mountain. He has refused to pay, so Jadirnios has threatened to destroy his home. The characters may be interested in helping their friend rid himself of this dangerous neighbor.

Lore: Characters with ranks in Knowledge (local) can learn more about Jadirnios' Peak. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

3) DAI-TAN ENCAMPMENT

Description: The Dai-Tan are a type of arctic Yuan-ti. They have made their home up on the Mawtooth Road and keep scouts and raiding parties all along it for miles from the camp. Any character approaching within 15 miles of the camp will have to succeed at a Hide check (DC 26) or be spotted by a Dai-Tan guard.

The camp itself is in a cave that, while large, can only be reached by way of a long tunnel, the entrance to which is heavily guarded.

The cave entrance before you is about eight feet high and barely three wide. It has a heavy stone door and is guarded by two Dai-Tan warriors.

Creatures: 2 Dai-Tan Yuan-ti; 38 hp (*see above*); EL 7;

Hook: The Dai-Tan shaman has been capturing some of the Trolls that live nearby and using them in terrible experiments. It would seem that he wishes to further strengthen his race by reproducing the snake and human mutation that created them in the first place. While none of his experiments have produced a repeatable result yet, he has been releasing the unfortunate, mutated Trolls back onto the road where they wander, maddened and insanely attacking anything in sight.

Lore: Characters with ranks in Knowledge (nature) can learn more about the Dai-Tan Yuan-ti. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Lore
15	This is a Dai-Tan Yuan-ti, an arctic version of the Yuan-ti. This reveals all monstrous humanoid traits
20	The Dai-Tan have a poisonous bite that causes frostbite and they are immune to cold damage
25	Dai-Tan like to make use of their grapple, constrict and produce acid abilities in combat

4) GATES OF MENEGUS

Description: The Gates of Menegus is a series of stone land bridges that cross over the Mawtooth Road. It is said that in ancient days, evil came down from the mountain and infected the valley below. In those days Menegus, a great Knight, carved into each of the arches, runes of power.

When the Snow Goblins began to attack, Menegus held his ground there alone for 3 days and nights with the strength of the runes. Eventually he fell, but not before calling down the blessing of St. Cuthbert that the lands behind him be protected for 5,000 years until another hero can come and restore the power to the runes.

The road before you leads between two arms of the mountain and there, lying across it is a series of five arches: the Gates of Menegus. Each stone arch is carved with a series of runes and holy symbols of Pelor and St. Cuthbert.

Knowledge (History)

DC	Lore
13	Reveals the legend of the Gates of Menegus and what happened 5000 years ago
18	Menegus was buried beneath one of the gates
23	The tomb of Menegus is said to contain the key to restoring the power to the Gates

Creatures: 2 Snow Goblins mounted on a Giant Raven (*see above*); 5, 5, 19 hp; EL 3;

Hook: The 5,000 year mark will end on the next full moon and the Snow Goblins know it. The characters may be asked by a local magistrate to go and find a way to restore the protective power to the Gates before that time so that they Goblins do not destroy the city.

Lore: Characters with ranks in Knowledge (history) can learn more about the Gates of Menegus. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.