

Rite Publishing Presents

The Breaking of Forstor Nagar

City of Grinding Ice



by Ben McFarland

An adventure for
4th level characters.





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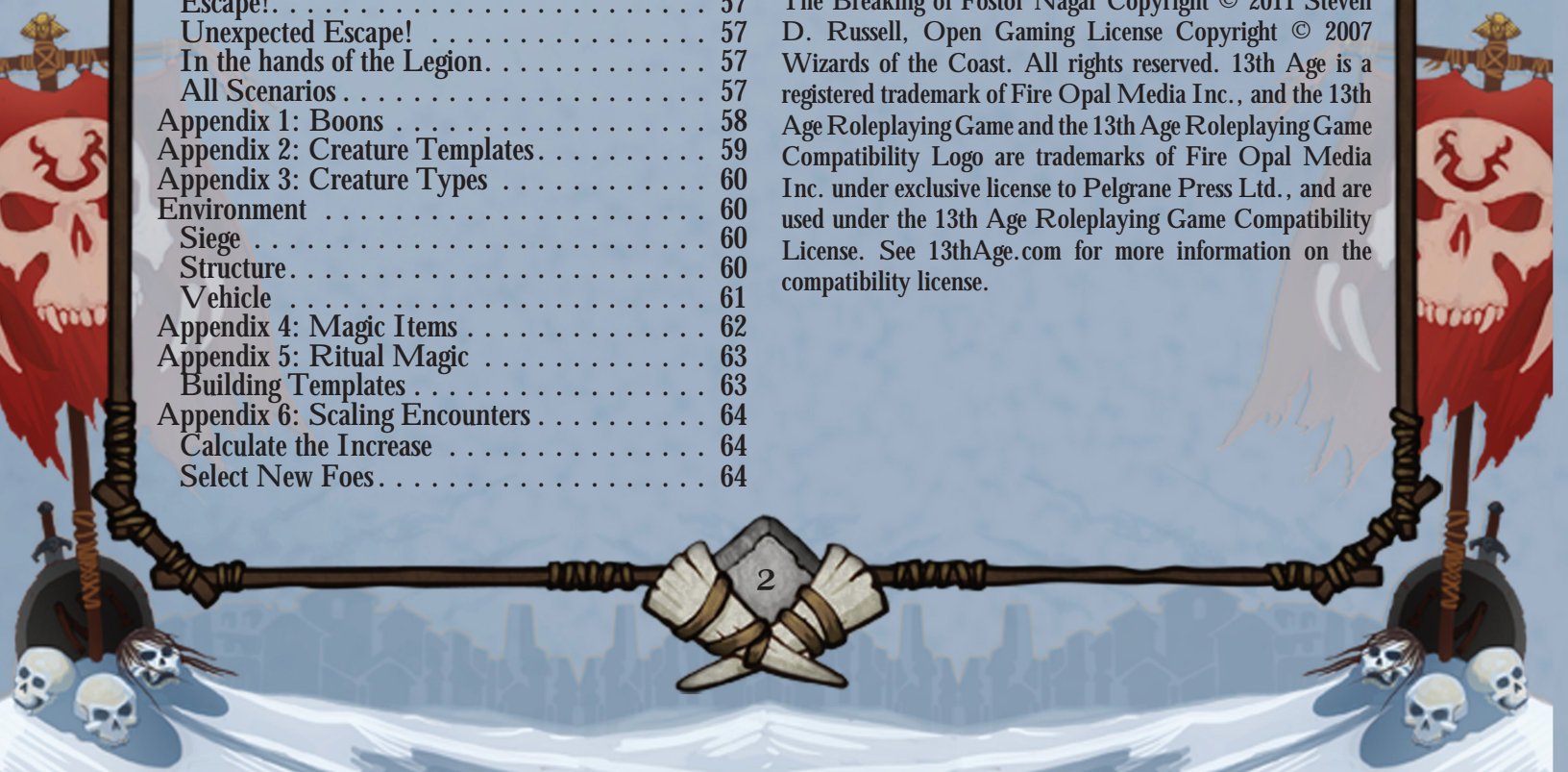
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Breaking of Forstor Nagar in 13th Age

While converting this classic adventure into 13th Age Roleplaying Game-compatible product, several changes were made to allow for differences between the systems. Here are the highlights:

- Most characters are very self-sufficient. And their strength comes from within, not from magic trinkets.
- Character speed is the same for all creatures (6 squares), including dwarves, gnomes and halflings. If you need to determine, who's going first and who's faster, use Initiative checks. Quadrupeds built for speed and larger creatures should get +2 squares of movement per size difference.
- If an obstacle requires magic to overcome, it is a kind of magic that anyone can use. Well, anyone as is anyone with sufficient time and resources.
- The casters rarely fly invisible, have fewer tricks up their sleeves and their means of battlefield control are limited.
- The players tend to roll dice against fixed difficulty numbers. For example, when your foe hides, your spot skill check goes against fixed DC, not a result of an opposed check.
- Instead of skill set, you have backgrounds describing your character history. If one of your backgrounds relates to the check, you add its rating to the dice roll.
- The players have access to unique resource called Icon Relationships. These are bits of narrative power that upon invoking may add unexpected allies, reveal hidden weaknesses or introduce new circumstances. Be prepared to improvise.
- True magic items come with faults, are limited in number and often have fine print (or cumbersome personalities).
- Ritual Magic is the key to creating unique magic effects.

Consequently, all encounters, statblocks, templates, spells, magic items and environments hazards underwent transformations to reflect these. We hope you'll enjoy the game as much as we did while converting it.

Adventure Background

Forstor Nagar is dying.

It is a man stabbed through the belly, guts in his hands and bleeding out on the ice, dead even though he doesn't realize it. The Hungering Legion arrived at the gates of Forstor Nagar—the Carved City, the Cerulean Gem of the Northern Sea, the City of Grinding Ice—and they came to take its Oracle. The Legion intends to consume the still-living heart of the Oracle of Forstor Nagar in a ritual to steal the Oracle's power of foresight and grant its generals the skills of divination and precognition—making them the most formidable mercenary company in the known world. This goal, combined with a tradition demanding the Legion's soldiers only eat what they kill in combat, has pointed the fearsome military machine of the “Cannibal Company” at what was once a glorious home of artisans, priests, craftsmen, and philosophers nestled within beautifully sculpted walls. There is precious little hope for the defenders; the Legion smashed their gates and walls and steadily forced them into a smaller and tighter killing field from which the brutal Legion intends no escape. Their great, fluted towers and carved fresco walls have become easy targets for the Legionnaires' artillery which now rains jagged, translucent rubble down upon Forstor Nagar's shocked populace. Their once-vaunted schools and galleries now sport frigid spikes and dangerous traps as the Oracle shaped the ice of the city in a doomed attempt to thwart the invaders.

However, the Hungering Legion would not be denied. They approached Forstor Nagar with the patient and calculating eye of a butcher considering a fallen elk carcass. Executing the siege of the city with a nearly mechanical precision, their onslaught has been equal parts brutal discipline and feral savagery. The streets run crimson with bloody slush as each quarter of the city is overrun by a relentless and determined foe. Those unable to escape or die in combat face a terrible fate as the living larder of the Legion's prisoners.

None are quite certain of the Legion's provenance, whether they are a mystery cult of Hyborean warriors dedicated to gaining the power of their fallen enemies through the consumption of body and soul, ravenous cannibals intent on scouring the world for their stewpot, or foul and debased infernal cultists who gain magical gifts through a pact with their devilish allies is uncertain. Regardless of their origin, no one denies the Hungering



Legion only halts its progress long enough to either devour those it crushes beneath its march or to serve those despots willing to slake its appetites with defeated armies and captured slaves. The Legionnaires scavenge weapons and equipment from the ruins of ravaged cities and gather recruits from the reprehensible dregs of conquered peoples seeking the chance to indulge in horrific atrocity. Utterly despicable and completely irredeemable, the Hungering Legion leaves a swath of bloody destruction and cracked, bleached bones in its wake, inspiring terror wherever it raises its gory, ragged standard.

And the Hungering Legion has come to Forstor Nagar.

Game Master's Key Tasks

- Define Mathinder's role and PC's reason to extract him prior to the adventure.
- The adventure assumes a party of four four-level characters. If you plan to scale encounters, please consider leaving the first encounter as it is.
- While scaling encounters, add creatures proposed in Scaling Encounters section at the end of the adventure. Note also that adding too many simple opponents (like troops) may make the encounters boring.
- Allow players to make informed choices. Mooks are easily distinguishable, stronger opponents are recognizable and deadly threats should be telegraphed. Alternatively, "sell" this information in return for Icon relationship roll results.

Adventure Summary

After arriving outside of Forstor Nagar, the characters either infiltrate or force their way into the City of Grinding Ice, circumventing pickets and patrols of defender and Legionnaire alike to navigate the streets and abandoned infrastructure. They arrive at a Diplomatic Compound, finding it under siege by the Legion's elite troops and infernal allies. Smashing through the enemy lines and entering the barricades brings the adventurers face to face with the refugees of a dying and broken metropolis that refuses to accept its inevitable defeat. Here, they meet Mathinder, a common man of uncommon morality that the other inhabitants deeply respect and revere. If they can convince him to flee under their protection, the characters learn of an unexpected escape route — a teleportation ring beneath the Oracle's Temple in the heart of Forstor Nagar. Leading an undisciplined mob of hopeful escapees, the party must explode past the Hungering Legion reinforcements to thread the frozen streets and bargain with unscrupulous opportunists even as the Legion's bloodsoaked banners press closer. The gates of the Purification Temple bring unexpected choices, as the characters must decide if a creature's life is worth more than the suffering of the surrounding regions. With the temple secure, Mathinder leads the group into the tunnels and crevasses of the Forstorheim glacier, racing to reach the teleportation circle before the Legionnaires can catch them. Skill, determination, and a little luck activate the secret magics and transport the group away, even as the ice crashes down around them with the glacier's death rattle.



Player Handout #1: Five Important Facts about Forstor Nagar

- Forstor Nagar is almost entirely built from the specially shaped glacial ice, with a few buildings using precious stone and wood.
- Forstor Nagar is a holy city, home to a mysterious oracle who lives deep within the glacier.
- Wooden items are a priceless commodity among the residents, often handed down through families.
- The people of Forstor Nagar are accustomed to environmental hardship, and very proud of their home and heritage.
- No king or nation has ever tried to conquer Forstor Nagar; a prophecy states that such an attack will bring ruin upon any country which tries.

Player Handout #2: Five Important Facts about Hungering Legion

- The Hungering Legion cannot be paid off by defenders in anything but living prisoners.
- The Hungering Legion eats the flesh of those they kill and capture.
- The Hungering Legion is a free mercenary company which has served several tyrants and despots across the lands.
- The Hungering Legion has no home; they march for the term of their contract and refuse to serve as a garrison.
- The Legion replenishes their numbers from captured enemies who find joining preferable to the stewpot.

The Hungering Legion

The Hungering Legion is the looming threat for this adventure and the primary source of trouble for the PCs. The backstory behind the Legion can be whatever works best for your group including the following possibilities:

- They're a remnant barbarian tribe initially practicing cannibalism and slavery for survival, which grew in power and now does these things out of custom and culture.
- They're a warrior mystery-cult of mercenaries who believe they find enlightenment, power, and strength through the consumption of their defeated enemies' flesh.
- They're a corrupted group of soldiers serving as the elite shock troops for a terrible fiend-consorting warlord and love their work.


The provenance of the Legion and the source of their madness is something you can adjust to allow more customized integration into your campaign. They may be big, they may be small, they may be regional, they might be renowned across the sea in distant kingdoms. In any case, they're winning the siege of Forstor Nagar, and the city cannot be saved. Some parties are going to have a hard time with that.

Why are they humans and not something like Yetis?

Making them transformed humans increases their terrifying nature. What if the Legion used to be children, used to be men with mothers, sisters, fathers, wives, and then they became this flesh-hungry force that is pointed at the unfortunate defenders and told "You may only eat what you kill?" Could they be replaced with something like a horde of the goblins or orcs? Sure, but that's a lot easier to demonize than a group which looks very much like other men until you get up close. A group that maybe, just maybe, could be "rescued" and rehabilitated?

While the Legionnaires are insane, they are stable. You can't expect to be able to properly execute the siege and defeat of an enemy fortification if everyone's stark raving, straightjacket bonkers. That's insane and unstable—the madness that doesn't allow you to operate in society. The Legion is insane and stable—the kind of crazy that allows you to operate in a society or as a functioning military structure, following orders, maintaining discipline while still believing that it is perfectly acceptable and even encouraged to peel a screaming prisoner like an orange and use the skin as both an appetizer and a clothing accessory while calmly discussing the best options for





overcoming the remaining defenses. Insane and stable is the guy who lives next door for years, mowing the lawn, handing out Halloween candy, paying taxes and then the police discover an attic room full of giant paper-mache insect bodies with preserved human heads attached after he's put in a coma after a car accident.

Where / how does the Hungering template get applied, and is it a disease or a curse?

It's applied when someone goes through the process to join the Hungering Legion. This depends on the nature of the Legion you decide you would like—there are cold, twisted individuals who aspire to join their ranks, willing to make any sacrifice or personal mutilation to gain that power and become a part of something larger. The adventure includes a passing reference to them as “hopefuls.” It might be a disease, or a permanent mental and physical injury, or it might be an apotheosis or transformation ritual, maybe the infusion of an unholy essence. Pick the most suitable option based on the role you would like the Legion to take in your campaign.

Why are they attacking Forstor Nagar?

The Hungering Legion hopes to collect the heart of the dragon oracle so their leadership may gain powers of divination. With the power of constant divination, their command structure would be far more effective at breaking the fortifications of any who resisted them.

Is there any back story to the dragon oracle? Why is it in Forstor Nagar and why won't it leave?

The dragon was bound to the temple in the holy city, sealed within the ice, able to shape and maintain the glacial city while answering the divinations of the clergy. It

cannot free itself. Is this an imprisonment? A hermitage? An instance of reincarnation or a bartered arrangement? While this is ultimately a background point, it's something which may have an impact on moral arguments. A creature who was unjustly imprisoned, even an evil one, may deserve the chance to go free. The important aspects are that the dragon is in the temple of Forstor Nagar, it has the power of divination the Hungering Legion wants for their own, and it cannot simply leave.

Hooks

What brings the adventurers to Forstor Nagar, especially at such an inauspicious time? The city is remote, and so news travels slowly from within its borders.

- The party is seeking out Mathinder as a craftsman. Mathinder is a master of a particular craft the group needs, and he knows the methods and techniques to easily produce the desired item. In this case, the item should likely be artistic and not easily reproduced by fabricate or another magical spell.
- Mathinder is the keeper of important lore, a philosopher instructor capable of teaching a particular skill, language, or feat a party member desires for advancement in a Prestige Class or to decipher some other puzzle or esoteric codex. He is the last known living teacher of this knowledge.
- A third party desires Mathinder's safe extraction from the City of Grinding Ice. This patron hires the adventurers for the sole purpose of infiltrating Forstor Nagar. It may be on the orders of a paladin's superiors, a favor requested by a wizard's former master, or a mission of mercy directed by a monk's abbot. Alternatively, Mathinder might be an old friend of a character's family or even a figure out of a character's background— making his rescue a point of honor or obligation.
- The terms of a prophecy requires Mathinder's rescue and extraction to the characters' base of operation. He may or may not be aware of the prophecy, which might influence his response when the heroes ask the philosopher to accompany them.



Part 1: A Bridge Over...

Setup

This is a Champion difficulty tier area, with select DCs of Adventurer tier explicitly noted.

The adventurers have navigated a series of tunnels leading to an ice bridge spanning a channel in the glacier. Their presumed entrance is on its far side. However, errant siege engine artillery has sealed the gate.

From their vantage point here, the group can see a pitched battle occurring on a small ice shelf, some distance to the northwest. If they delay at the foot of the bridge for more than a round or two, or begin their way across, read the following:

As you emerge from the tunnel, the glow of the sun off the glacier and the waves makes the ice a translucent blue. The wind is stiff and salty, and the shouts and thundering impacts of siege engines fill the air. A long bridge of ice stretches across a deep blue channel of water, frosted with white caps. Across the channel, a small ice shelf, littered with a few beached fishing vessels and a small, crewed catapult stand just next to the bridge.

Far above them, stationed on your side of the ice sheet, is another artillery post consisting of another catapult. The two seem to be engaged in a race to see who can strike the other first. The defenders seem quicker, getting off a shot that streaks up at the attackers. With a crash and a whistle, the attackers' catapult misfires—the shot streaking towards the far side of the bridge and smashing into the glacier wall behind the arch of the bridge. You can see the smoke from the attacker's emplacement, and there is a terrible screech as one more shot issues forth from the lip of the glacier before something explodes. The attackers' last gasp flies true, and the defenders' catapult shatters into kindling.

The defenders first cheer, then begin pointing in your direction. Glancing to your right, you see what draws their attention. A skiff makes a beeline for the ice shelf, its sails unnaturally billowed. Barrels and marines crowd the decks, and it appears set for a crash course with the ice shelf.

The defenders hastily run inside and secure the gate (a strong wooden door). The gatehouse is within the glacier. Its walls are 6 inches thick. There is a spiral staircase that leads up to a short hall, 30 feet long and 20 feet wide, which opens out into the streets of Forstor Nagar. The skiff is a fireboat (see below) and moves 45 feet per round. In 6 rounds, it runs aground on the ice shelf. If the troops onboard are unopposed, they set the ship alight just before ramming the shelf, then leap on to the shelf and attack the gate. They attempt to hack down the door before the fireboat explodes. If the fireboat explodes and burns, it destroys the shelf and melts the gatehouse, denying this exit to the defenders.

Strong Wooden Door

Level 4 obstacle [Structure]

Initiative -1

Immune to light weapons.

Resists 16+: all damage.

C: Improved objects thrown by defenders +7 vs. AC (1d3 targets in a group)—11 damage (note that the defenders use their shortbows first, resorting to this attack once they run out of arrows).

AC 20 PD 18 HP 54

Cold, Cold Water

Level 4 mook [Environment]

Initiative -1

Cold water: All immersed characters without Aquatic template or other means of protection against cold water, are subject to Cold Water attack. Also, while immersed, such characters are subject to -2 penalty to attacks, skill checks and defenses.

[Special Trigger] Cold water +6 vs. PD (all immersed targets)—7 cold damage.

Natural 16+: The target creature is Weakened (-4 to attack and defenses) until they are warmed up.



Fireboat

Level 8 mook [Vehicle]

Initiative -1

Immune to light weapons (except the sail).

Resists 11+: all damage (except the sail).

Easily set on fire: Setting the fireboat on fire is a DC 15 task (it has been drenched in flammable oil, and there are four burning lanterns aboard just for this purpose – all it takes is to tip the lantern and spill the burning oil; NPCs aboard have +6 to make this check). The difficulty applies also to spells and other means. Note: do not track fire damage to the hull – the boat shall explode long before this will make a difference.

Easily extinguished: Due to moisture coalescing on every surface and constant wind gusts flinging foam from waves, most flames are easily extinguished (DC 15, Adventurer Normal task).

Conflagration: If ignited and allowed to burn without interruptions for 6 rounds, the fireboat explodes in fiery conflagration that covers an area up to Near distance in flames. Make sure that your players are aware of this danger!

[Special Trigger] R: Conflagration +13 vs. PD (all nearby targets)—23 fire damage, 20 ongoing fire damage, save ends. Additionally, any target creature entering the area of conflagration catches the fire taking the same fire ongoing damage. The conflagration ends after 5 minutes (extinguishing it earlier requires coordinated effort and resources, at DC 25 it is a Champion Hard task).

Boat's speed depends on the sails, integrity of the hull, integrity of demonic inscription on the mast and presence of the crew to man the oars.

Demonic inscription perpetually invokes small gusts of wind that propel the boat. Destruction of inscription causes the boat to lose sail as means of propulsion.

The oars require attention of 8 crew members, one per oar. The oars make for one-quarter of boat speed. Presence of 4 oars allows the boat to move at least 5 feet per round.

The sail (staggered: reduce boat's speed by half, at 0 hp reduce by further one-quarter):

AC 18 PD 16 HP 54

The hull (staggered: reduce boat's speed by one-quarter, the boat starts taking water sinking in 30 minutes; 0 hp: the boat sinks in 6 rounds):

AC 24 PD 22 HP 54

Freezing Cold Wind

Level 4 mook [Environment]

Initiative -1

Freezing cold wind: All characters without proper clothes or other means of cold protection are subject to Freezing Cold Wind attack once per ten minutes.

[Special Trigger] Freezing cold wind +6 vs. PD (all eligible targets)—7 cold damage.

Environment

Light: The area has bright illumination. Creatures cannot use stealth without invisibility or cover.

Wind: Strong winds (11-20mph) affect the bridge providing a -2 penalty to ranged missile attacks.

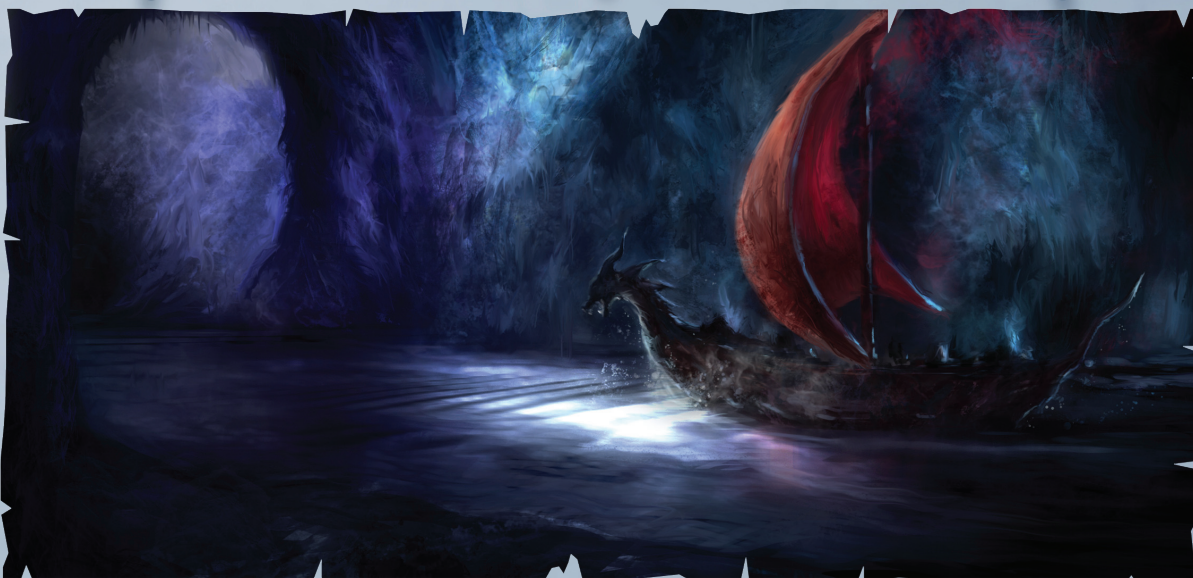
Temperature: The general temperature here is very cold. Those not wearing winter clothing or without cold resistance of some kind are subject to Freezing Cold Wind attack once per ten minutes.

The adventurers have several options:

- Do nothing and find their way into the city.
- Attempt to board the fireboat as it passes underneath (this is DC 20 check; success by more than five means no falling damage and graceful landing, success equals to landing near sail or on board and 5 damage, failure by up to five 5 means that the characters are hanging to boat railing or sides battered from the fall for 10 points of damage, while those who fail by more than 5 land in a water within an arms reach of the fireboat).
- Sink the boat before it reaches its target.
- Find another way to get to the ice shelf and halt the attackers.

Those who do nothing find that the fireboat does indeed run aground and explodes nine rounds after being seen. The attackers and defenders die, the ice shelf and all vessels on it are scuttled.

Those who manage to stop the fireboat from exploding earn the trust of the defenders, who can provide them rudimentary directions to the Diplomatic Compounds, where the VIP currently resides. They provide the passphrase to the picket in encounter 2.



Failing to stop the fireboat from exploding earns the distrust of the defenders; they refuse to open the gate and provide entry. The characters must decide to either find another way or breach the gate themselves.

The last shot of the attackers' catapult smashed the ice wall on the far side of the bridge, burying the gate and its defenders as the bailey collapsed. Adventurers may use this ruined entrance after digging it out. This takes 45 minutes and inflicts 9 points of cold damage, reduced by 5 minutes and 3 nonlethal damage (to a minimum of 0) for every point by which they beat a DC 20 check (Adventure Hard check).

The Ice Bridge

The bridge is fashioned from ice, but meant for travel. Creatures taking a single move action to move on the bridge suffer no penalty. Those taking a double move or run action must make a DC 15 check or fall prone. The main bridge is 75 feet over the water and 70 feet above the deck of the fireboat.

The "guard rail" is a reinforced rope, held in place by three large spikes along the length of the bridge and capable of holding up to 400 lbs. More than 400 lbs causes the spike to burst from the ice and forces those hanging or swinging from the rope to make a DC 15 Strength check. Failure indicates the sudden jolt from the breaking spike causes the character to lose his grip and fall.

Fleeing refugees dropped a number of items as they crossed the bridges. As a quick action, a character may make give a quick once over (DC 15 skill check to find something usable), move action to pick it up (DC 15 check to pull them from the ice). Each item can be found only once, reroll used-up results.

Frozen Items (roll 1d6):

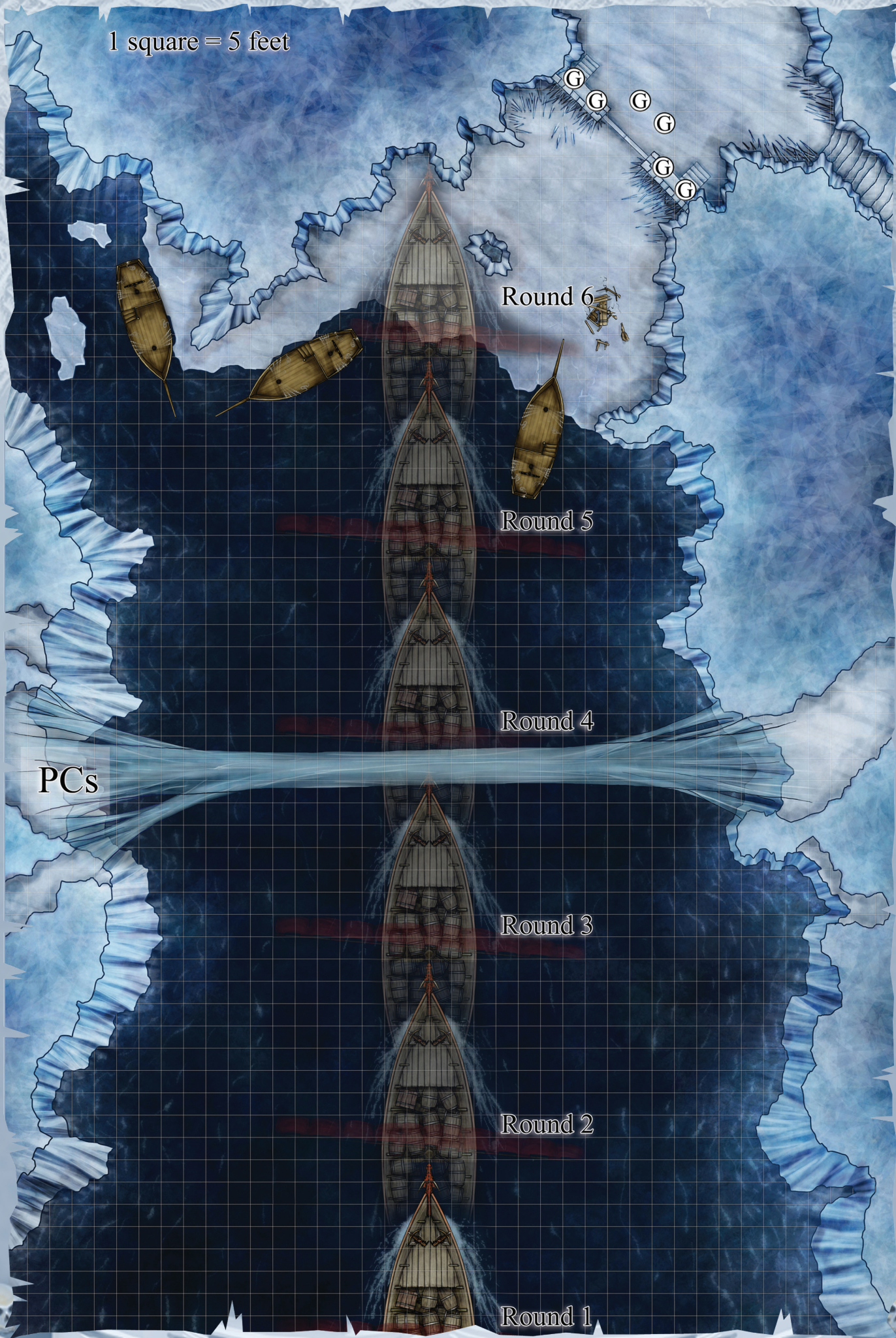
1. 50 ft. of rope with an old but solid iron hook.
2. An iron pot, a ladle and several kitchen knives.
3. A hammer and other carpenter tools, scattered.
4. Pages torn from wizard's book (bits and pieces of basic spells), cracked clay container with blackish powder and crude nails (DC 20 to recognize as fire powder, if set on fire explodes one round later dealing 2d8 fire damage to everyone in vicinity).
5. A wicker basket with several changes of clothes.
6. A pouch with 4 tindertwigs and a smokestick (if ignited, creates a cloud of smoke that obscures all vision and irritates severely eyes and impairs breathing, impeding all actions of susceptible creatures with -4 penalty, for a period of 3 rounds in an area near the point of ignition).

Fireboat

The fireboat is being propelled by a number of gust of wind effects (generated by Dohbin's magic - a minor rituals that expires as soon as the boat runs aground or when someone damages sigils drawn in devil blood on



1 square = 5 feet



Round 6

Round 5

Round 4

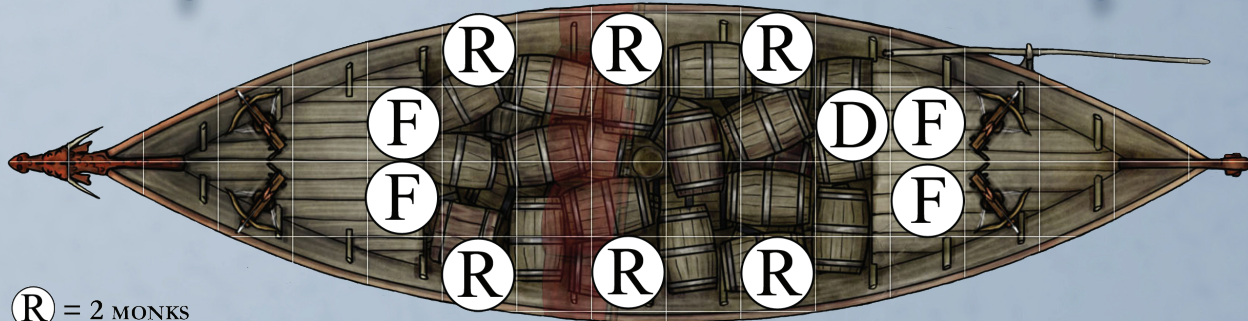
Round 3

Round 2

Round 1

PCs





R = 2 MONKS

fireboat's mast - DC 20 skill check to notice and recognize, move action to damage) and footmen pulling on oars. It moves at a speed of 45 feet per round. The submerged parts (including rudder) cannot effectively burn. The mast of the fireboat is about 40 feet high. The deck is 5 feet above the water. The cluttered nature of the deck provides -2 penalty to all missile fire targeting creatures on deck. Casks of oil and pitch pack the fireboat's deck, and a pitch-soaked rope lines the perimeter of the boat, inside the railing on the deck. Four lit lanterns hang around the deck. Fire effects will set the boat on fire.

Fire ON/OFF race: Igniting the fireboat is a standard action. Putting the flames out is a move action (a character can put out two fires in a round). Additionally, due to the constant spray of the surf and the gusts of wind pushing the fireboat, one source of fire dies down each round. The boat resets its countdown to conflagration on the number of fires being 0. Note that there are many opponents aboard and unless the players take care of the opponent numbers first, they are likely going to lose this race!

Creatures: The Footmen protect the lanterns, ready to start fires on Dohban's command. The Infantry operate oars (as long as they operate the oars, the boat's speed does not fall below one-quarter) and Dohban mans the wheel. The Infantry have battleaxes and javelins, ready to repel attackers and to storm the door. For ranged targets, the crew attacks with javelins and spells (Dohban Spindelfire). If the attackers successfully board the fireboat, Dohban issues command to set the boat on fire. The crew is not aware of how quickly the boat may explode, however Dohban does, and one round before explosion, he plans to dive into the water.

- Dohban Spindelfire
- Footmen of Hungering Legion (4)
- Regular Infantry of the Legion (12)

Ice Buildings

Not all structures in Forstor Nagar are fashioned from ice, but most are. Only important buildings are fashioned from stone or wood, as noted throughout the adventure. Unless specifically stated as otherwise, assume all structures in this adventure to be constructed of ice.

Additionally, do note that unless inhabited or explicitly stated, all ice buildings have been cursed to attack any trespassers – see part 2 and part 3 for, respectively, traversing random buildings and random attacks happening there.

Dohban Spindelfire

A desperate youth with a grudge toward the rest of the world and the power to fight back, ruled by fear of superiors and sudden and sadistic impulses to vent off on others.



Hungering 6th level caster [Humanoid]
Initiative: +6

Warstaff +9 vs. AC—18 damage.

On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +9 vs. AC—10 bleeding damage, save ends, first aid ends (DC 20).

C: Concussive blast +11 vs. PD (all engaged enemies)—13 force damage, and the caster pops off the targets.

Natural 20: The target is also dazed (save ends).

R: Fireblast +11 vs. PD (1d2 nearby enemies in a group)—18 fire damage (or 36 if used against a single target), and the target loses its next move action.



R: Gust of wind +11 vs. PD (1d3 nearby enemies in a group)—9 cold damage, and throughout the round all missile attacks are at -4 to hit their targets in a cone in front of the caster, extending to Far range.

Sudden mist: After casting for three rounds, dense fog suddenly rises preventing anyone from using Far range abilities and also increasing notice checks difficulty by one category. The affected area is Far from the center. The fog persists for a duration of an encounter and then for 5 minutes afterwards.

Hungering digestion.

Hungering madness (champion).

Gear: warstaff, brush and clay bottle with devil blood, mantle of a seal (magic item, the wearers gain Aquatic template when submerged in water; quirk: must eat raw seafood once per day for a week before being able to use item, and at least one raw seafood meal per week afterward; identification: careful examination reveals lots of delicate and beautiful golden runes just below collar)

AC 21 PD 16 MD 20 HP 90

Footman of the Hungering Legion (4)

Aggressive zealots spoiling for a fight, yet highly obedient. Their eyes literally glow with hunger.

Names: Spearhead, Eye-Taker, Crow's Nest, Happy.

Hungering 4th level troop [Humanoid]

Initiative: +6

Wicked battleaxe cut +9 vs. AC—14 damage.

On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +9 vs. AC—5 bleeding damage, save ends, first aid ends (DC 15).

Hungering digestion.

Hungering madness (adventurer).

Gear: somewhat unkempt breastplate, heavy steel shield in need of repairs, shining battleaxe with notches denoting kills.

AC 20 PD 18 MD 14 HP 54

Regular Infantry of the Legion (12)

Pathetically fearful expressions, mixed with intense longing for warmth and a slab of freshly torn flesh.

Names: Trashy, Eater, Slicer, Fart, Mute, Josie.

Hungering 4th level mook [Humanoid]

Initiative: +6

Passable battleaxe cut +9 vs. AC—7 damage.

On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +9 vs. AC—5 bleeding damage, save ends, first aid ends (DC 15).

R: Javelin throw +9 vs. AC—7 damage.

Hungering digestion.

Hungering madness (adventurer).

Gear: warm hide armor, heavy steel shield in need of repairs, decent battleaxe, javelins made of bone (4).

AC 20 PD 18 MD 14 HP 14

Ice Shelf

A garrison of six defenders holds the gate on the ice shelf. A small, broken catapult rests on the raised platform. The defenders are almost out of arrows, and so they will start shooting at the boat only 2 rounds away from reaching shore. Small iron stove burns in a small booth providing a measure of warmth.

- Garrison Defenders (6)

Garrison Defender (6)

Calm about impending doom, like to make bleak jokes. Last officer died of wounds yesterday.

Names: Gareth, Jordan, Durmott, Jarnia.

4th level mook [Humanoid]

Initiative: +4

Sabre slash +9 vs. AC—7 damage.

R: Shortbow +9 vs. AC—7 damage.

On natural 10 or less: This defenders runs out of arrows.

Gear: warm hide armor, light wooden shield, decent sabre, shortbow and quiver with a handful of arrows (some of the arrows are reused and in bad shape).

AC 20 PD 18 MD 14 HP 14



Notes on Part 1

What if the players find themselves overwhelmed by the task?

Use Icon Relationships, or better, let the players use these assets. Below you'll find a list of sample beneficial effects:

- Check Appendix 1: Boons.
- A group of allies appears to support PCs. 4-8 4th level mook archers shoot invaders; a sea monster, 4th level wrecker boards the boat to get a few snacks or a spellcaster slows the boat for 3-4 rounds.



- Nature's favor: A freak wave washes several foes off the board. Or another wave extinguishes several fire sources. The boat bumps into something unbalancing everyone aboard for a round. The boat hits a rock, slows down and starts taking water.
- Knowledge is power: Call PCs attention to Dohban. Let someone discover and realize the importance of the inscription on the mast. Since the wheel can be used to steer the boat, recommend attempting to steer away from the shore.
- Fearsome reputation: Foes recognize the PCs as their sworn adversaries, or maybe sheer impudence of the attacks has the invaders awed. Everyone engaged by the players is dazed for 1 or 2 rounds.

What if the players attempt to recruit defenders?

The defenders do not know the players, they have their own orders and they are loyal to their city. Also, abandoning outposts besides being an act of desertion, may also lead all little random Hungering marauder groups to enter the city. Therefore, unless stated otherwise in text, such attempts should be considered to be Ridiculously Hard (Champion) tasks with DC 30.


Part 2: Into the City Setup

This is a Champion difficulty tier area.

Characters may approach this encounter from several possible directions. Those characters who flew into the city may choose to land in the courtyard of the insula (point 1), or on a portion of the roof of the neighboring structure (point 2). Characters who excavated the ice bridge gate or who entered Forstor Nagar through the fishing harbor gate arrive at the junction of the streets (point 3).

Read the following to begin:

The cold glacial wind whistles through the streets, occasionally punctuated by the muffled impact of a catapult shot or faint rumble of what sounds like thunder. The buildings in this part of the city are mostly ice, their rooftops and structures nicely sculpted with gables and spouts, each facing wall showing scenes of merchants, ships, and animals like mammoths, reindeer, or wooly rhinos.



There are no signs of activity, and other than distant shouts or the howling wind, it is eerily quiet. Glancing down the street, you notice that the avenue appears blocked by a makeshift wall of debris and wagon parts. No guards are immediately apparent. The left side of the street is mostly a ram, towering sheet of ice, part of an internal city wall. To the right, stretch several residences and insula. Many appear damaged by siege weapons. Beyond the barricade, you can see a street sign marking the wider thoroughfare.

Environment

- *Light:* The area has bright illumination, though the sky is overcast by a low cloud cover. Creatures cannot use stealth without invisibility or cover. At night, the defenders light two rock-oil lanterns (marked with asterisks), providing normal illumination in a 30-foot radius and dim illumination for 30 feet beyond that.
- *Wind:* Strong winds (11-20mph) affect this area providing a -2 penalty on all ranged missile attacks.
- *Temperature:* The general temperature here is very cold. Those not wearing winter clothing or without endure elements or cold resistance of some kind must make a DC 15 Fortitude check every half hour, (+1 per hour) or suffer 1d6 nonlethal damage.
- *Random Fire:* Anyone attempting to use flying or to carelessly (without taking any precautions) travel over rooftops draws attention of a random archer, sniper or even a siege engine (roll d6): 1-3 - shot by a passing 4th level mook archer (+7 attack, 7 damage), 5-6 - target practice for 4th level professional crossbow sniper (+9 attack, 14 damage), 6 - sighted by ballista crew (+7 attack, 38 damage). Even while being careful, successful sneaking over rooftops is a Champion Hard task, DC 25 (PCs nominate the person to make a check, everyone can attempt to aid at DC 20, adding +2 per each successful attempt to aid).

Freezing Cold Wind

Level 4 mook [environment]

Initiative -1

Freezing cold wind: All characters without proper clothes or other means of cold protection are subject to Freezing Cold Wind attack once per ten minutes.

[Special Trigger] Freezing cold wind +6 vs. PD (all eligible targets)—7 cold damage.

Ice Buildings

Any creature attempting to navigate through the inside of the structures in this area finds their icy floors and walls shaped into hard and sharply pointed spikes.

Creatures unconcerned about stealth may smash their way through the structures, but doing so puts guards at the barricade and ballista sentry point on high alert. Afterward the defenders may open fire the moment they see any movement, suspecting a Legion attack.

Ice Building

Once a dwelling for Forstor Nagar citizens, now a slumbering Ice death trap.

Level 6 building [Structure]

Initiative -1

Immune to light weapons.

Resists 16+: all damage except fire damage.

Interior ice spikes: Any creature attempting to navigate through the inside of the structures in this area finds their icy floors and walls shaped into hard and sharply pointed spikes. This reduces movement through this building to half speed. Any creature attempting to move a normal or running speed, is subject Ice spikes attack.

Ice death trap: The buildings in this area of the city have been cursed by defenders. At random they can grow deadly spikes trying to kill invaders. It is possible to avoid an attack by making DC 25 skill check and noticing tell tale minute signs that the curse is about to strike. Roll d20 each time anyone enters this building: 1 - Ice death trap attack occurs, 2-3 - Ice spikes attack occurs, 4-20 - the attacks do not take place this time. See the table below for more results.

[Special Trigger] Ice death trap (1d3 targets in a group) +11 vs. PD—21 damage as the ceiling and



walls suddenly grow ice teeth and take a bite.

Miss: half damage.

[Special Trigger] Ice spikes (random person) +11 vs.

AC—21 damage and the target is stuck in a cage of ice (DC 25 to break or wriggle free, HP 23).

[Special Trigger] Falling debris (one time, when staggered; all targets within) +11 vs. PD—12 and the building can no longer use Ice death trap and Ice spikes.

Miss: half damage.

[Special Trigger] Collapse (at 0 HP; all targets within) +11 vs. PD—63 damage (if at first floor), 42 damage (if at the second or higher floors), 21 damage if at the roof and stuck until dug out.

Miss: half damage, and not stuck.

AC 22 PD 20 HP 180

Expanded results table:

- 4-16 – Nothing, but the evidence of people leaving in hurry.
- 17 – Random blood stains, pile of bones licked clean, some of them obviously belonging to a small person.
- 18 – A single sniper from Hungering Legion. See Refugees x Infiltrators optional encounter for sniper's statblock.
- 19 – A wounded defender lies here in a pool of own blood. Recently hit by a sniper, the defender fled and collapsed in a room. This is 4th level mook archer.
- 20 – A random citizen of the dying city is barricaded in this room. They won't leave under any conditions, preferring to die among their belongings. Of course, PCs may influence their mind. If this scene drags on, feel free to allow the sniper described above to break through a window and horribly maul the citizen (2nd level mook), with PCs still on the other side of the barricade (use statistics for the Strong Wooden Door from previous chapter with half of the hitpoints).

Across the Rooftops

Some groups may attempt to navigate the rooftops of this area. Various hazards make many sections unstable or dangerous to cross. A DC 20 check related to the architecture or masonry, or a DC 25 notice check by a character experienced in navigating traps or terrain obstacles made before crossing each rooftop permits the character to note dangers and indicate them to others intending to move across the structure. Roll d6

to determine the nature of the hazard (successful check to discern the nature of the risk adds +5 to the check required to navigate the rooftop):

- 1-2 – Dangerous Terrain: This section of roof is weakened, but not ready to collapse. It is treated as difficult terrain and requires a DC 20 skill check. Failure indicates that the character suffers 2d6 damage and must spend a full round freeing their foot. On a failure by more than 5 points, the character draws Random Fire (see Random Fire entry above).
- 3-4 – Slippery Roof—This rooftop section is slick, sloped, and uneven. It requires a DC 20 skill check to navigate. Failure indicates that the character starts sliding to the edge of the roof, stopping just shy of falling off. Another check is required to get the character to climb back (DC 25 if the character is expected to do it all by themselves, DC 20 if anyone helps), with failure ending in a fall, 15 points of damage and attracting attention of the Hungering Legion sniper. See Refugees x Infiltrators optional encounter for sniper's statblock.
- 5-6 – Collapsing Roof—Any time a character attempts to cross one of these sections, a DC 25 check is required or the roof collapses and the character and everyone nearby fall into a building. Roll on Ice Building section table to determine what happens later.

Refugees / Infiltrators

This is an optional encounter. You're recommended to use it to bring more drama into the adventure, or if your players feel too self-confident.

The opening: Just when the players are within sight of the barricade, a group of refugees, (two adult males pulling two-wheel cart with belongings, a woman with three children in tow) can be seen mere feet from the barricade. A crossbow shot takes down one male. The remaining male shrieks in confusion, the woman freezes in fear. Second bolt hits the woman, she pushes the children under the cart and collapses due to bleeding. The last male pulls the cart dragging the body of the fallen comrade and shielding the children. The last bolt hits him in the neck, stopping the cart mere 30 feet away from the barricade. The defenders won't leave the safety of barricade. The unseen sniper is obviously waiting for an opportunity to inflict further casualties.







The setup: An elite infiltrator team from Hungering Legion has taken a position near the barricade. They planned to take the defenders, but due to well planned location of barricade, and due to constant threats from Ice spikes, they have decided to take the initiative and either kill or demoralize the defenders. This attack (three separate shots) are intended to create an impression of a single, highly competent sniper burdened with several crossbows. Once anyone attempts to help the wounded, actual strength of the attackers is to be revealed. Note that there are no fatalities yet.

The infiltrators: The single sniper appears to have taken position at the top-most (2nd floor) window. To get there normally, one would have to enter the building from the main thoroughfare, take two flights (out of three) of the stairs and reach large court room on the second floor. The stairs are pretty wide (two people can fight side-by-side) but slippery (DC 20 check not to fall while running or executing a complex maneuver; NPCs are at +6 while making this check). The sniper's ambush team hid in 1st floor flat, ready to burst through the door and attack anyone on stairs from behind. The second support team is waiting in the same room as the sniper. Finally, a caster is waiting at the topmost floor, to rain down death down the stairs once any of the teams engage the attackers. The sniper meanwhile is shooting anyone attempting to close on the cart.

Grey Hunter of the Hungering Legion

A small, even petite, man with a distinct lisp. Composed and dedicated. Likes to chew on a finger bone the others would on an unlit pipe.

Name: Fangs.

Hungering 6th level wrecker [Humanoid]

Initiative: +10

Twin flensing longknives +10 vs. AC (two attacks)—21 damage and 10 points of bleed damage, save ends, first aid ends (DC 20).

On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +10 vs. AC—5 bleeding damage, save ends, first aid ends (DC 20).

R: Precision crossbow shot +10 vs. AC—21 damage and 10 points of bleed damage, save ends, first aid ends (DC 20).

Hungering digestion.

Hungering madness (champion).

Gear: long gray coat, stained here and there with animal fat stains. Two high quality crossbows. Two high quality longknives.

AC 20 PD 19 MD 15 HP 72

Ambush Team #1 & #2 (6 & 6)

A bit emaciated, dirty, and above everything, very hungry.

Names: Hacks, Smear, Trite, Smelly.

Hungering 4th level mook [Humanoid]

Initiative: +6

(three front-liners) Handaxe and a large shield +9 vs. AC—7 damage.

On natural 16+: Follow through with free Hungering bite attack.

(three back-liners) Longspear (can attack over someone without engaging at +7) +9 vs. AC—7 damage.

On natural 16+ and while engaging a foe: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +9 vs. AC—5 bleeding damage, save ends, first aid ends (DC 15).

R: Javelin throw +9 vs. AC—7 damage.

Hungering digestion.

Hungering madness (adventurer).

Gear: warm hide armor, heavy steel shield in need of repairs, decent handaxe and shield or well-kept longspear, javelins made of bone (4).

AC 21 PD 18 MD 14 HP 14 (front-liner)

AC 18 PD 18 MD 14 HP 14 (back-liner)

Ambush Spellcaster

Old, nasty piece of work, with shaking hands and a necklace of earlobes.

Name: Snort.

Hungering 4th level caster [Humanoid]

Initiative: +6

Rusty iron mace +9 vs. AC—7 damage.

On natural 16+ and engaging a foe: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +9 vs. AC—5 bleeding damage, save ends, first aid ends (DC 15).

C: Spit fire (1d3 targets in a group)—14 fire damage, 5 ongoing fire damage, save ends.

R: Oily stains (1d3 targets in a group) +9 vs. PD—On the next turn targets either lose move or fight-related actions or need to make DC20 check and fall over on failure.

R: Stains to flames (all targets in a group already affected by Oily Stains) +9 vs. PD—The stains burst into flame. 10 fire damage and 10 fire ongoing damage, save ends.

Hungering digestion.

Hungering madness (adventurer).

Gear: warm fur armor, bone jewelery, several sacks of oil for swallowing during spellcasting.

AC 14 PD 14 MD 18 HP 45





Ballista Sentry Point

Creatures: Two guards operate the two ballistas here and monitor the area. They do not leave their posts under any circumstances, fighting to defend the ballistas. They support the barricade defenders as long as possible. Firing the ballistas alerts the barricade defenders.

The guards have only 10 shots left, therefore unless the barricade is attacked, they will shoot at most once per target (do not deduct Random Fire results from this total).

Ballista (2)

A ballista is mounted on a platform constructed of wood with heavy copper reinforcements, weighing 100lbs. It must remain on this platform to function.

Level 8 mook [Siege]

Initiative -1

Siege weapon: Use attack bonus of the operator, -2 if the target is medium or smaller, -2 if the target is moving at human walking speed or faster, -2 if the target is further than Far (more than 60 ft.), -4 if the operator lacks background that would allow to operate siege engines. Siege weapon damage is not diminished despite mook status.

Reload: To shoot the ballista, four standard actions are required: draw, reload, aim, fire. With a trained crew of 4, the ballista may shoot every round. With three and two trained operators, the ballista may shoot every second round. With only one operator, the ballista may shoot every 4th round, and only if the target is not moving.

Extremely long range: 240 ft.

R: Siege bolt +9 vs. AC (up to Far distance/60 ft.)—38 damage.

R: Siege bolt +7 vs. AC (beyond Far distance/61 ft. - 240 ft.)—38 damage.

AC 24 PD 18 HP 36

Last Defenders of Forstor Nagar (2)

With hope lost, these people just move like dull automatons, whispering death prayers and hoping to make each bolt count.

Names: Irene, Tephon.

4th level troop [Humanoid]

Initiative: +6

Sharp sabre +9 vs. AC—14 damage.

Javelin throw +9 vs. AC—14 damage.

Gear: banded mail, heavy metal shield, sabre, javelins (4), gray winter clothes.

AC 20 PD 18 MD 14 HP 54

Barricade

The barricade is a makeshift wall of wagons, crates, large ice chunks, furniture, and other assorted debris. One wagon can be pulled back to allow traffic to enter the street beyond it. A DC 25 Strength check, made as a move action, pushes the wagon 5 ft back, opening a small gap in the wall which permits characters to squeeze through to the space beyond. Two successful checks move the wagon sufficiently for characters to move through as if the opening were difficult terrain. After three successful checks, the opening no longer impedes movement.

For those wishing to attack the barricade directly, each 5-foot section of barricade is as follows:

5 ft. Section of Barricade

Level 4 obstacle [Structure]

Initiative -1

Immune to light weapons.

Resists 16+: all damage.

AC 20 PD 18 HP 36

Creatures: Two archers and four infantry defend the barricade. One archer waits inside the structure to the east of the barricade, looking down through the windows or the ruined portion of the southwest corner. The second archer sits on the staircase, just west of the barricade. He stands and uses the crevasse as improved cover, firing down on anyone making a frontal assault on the barricade.

One barricade defender uses his first round action to sound a large ram's horn if the defenses are attacked. The others focus their javelins at any obvious spellcaster or lightly armored foe. They engage any enemies who breach the wall or attempt to scale it.

Last Defenders of Forstor Nagar (2)

Only days from the slumber of the fallen, these folk fear only being taken alive.

Names: Murtaugh, Biers.

4th level troop [Humanoid]

Initiative: +6

Sharp sabre +9 vs. AC—14 damage.

Javelin throw +9 vs. AC—14 damage.

Gear: banded mail, heavy metal shield, sabre, javelins (4), gray winter clothes.

AC 20 PD 18 MD 14 HP 54



Archers of Forstor Nagar (4)

Counting fingers and arrows every morning, sleeping like dead each night, no longer troubled by distant screams or bitter cold.

Names: Gaia, Sulvie, Pauro, Marian.

4th level troop [Humanoid]

Initiative: +6

Sharp sabre +9 vs. AC—14 damage.

Composite longbow +9 vs. AC—14 damage.

Gear: breastplate, buckler, sabre, Composite longbow with 30 arrows, gray winter clothes.

AC 18 PD 18 MD 14 HP 54

Development: If the characters approach peacefully, bearing a flag of truce, the defenders tell them to stand in the open area 55 feet south of the barricade while they converse. This places them within range of the ballistas and in an area where the ballista crew can target the street. Those groups who know the password from the Garrison Defenders in part 1 may pass without issue and proceed to part 3. Parties without the password are denied and ordered to surrender. The defenders attack groups who fail to surrender. Guards confiscate the weapons, holy symbols, and spell component pouches of surrendering groups and proceed to part 3.

Part 3: A Fleeting Paradise

Setup

This is a Champion difficulty tier area.

Note for GM

This may be an extremely dangerous encounter for overconfident groups. Do make sure that players get this message before engaging the opposition.

Freezing Cold Wind

Level 4 mook [Environment]

Initiative -1

Freezing cold wind: All characters without proper clothes or other means of cold protection are subject to Freezing Cold Wind attack once per ten minutes.

[Special Trigger] Freezing cold wind +6 vs. PD (all eligible targets)—7 cold damage.



Environment

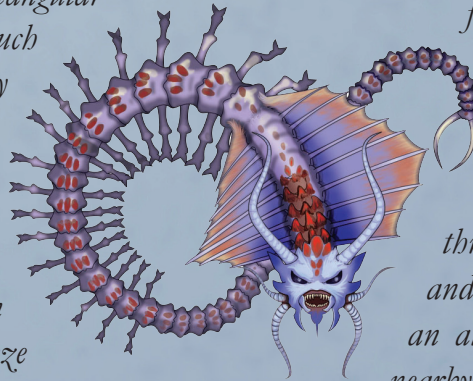
- *Light:* The area has normal illumination; the sky is overcast and there is a light drizzle which does not impair vision, but provides a +2 bonus to any saving throw versus fire effects. Creatures cannot use stealth without invisibility or cover. At night, the area has no illumination except that brought by the characters.
- *Wind:* Strong winds (11-20mph) affect this area providing a -2 penalty to ranged missile attacks.
- *Temperature:* The general temperature here is very cold. Those not wearing winter clothing or without cold resistance of some kind are subject to Freezing Cold Wind attack once per ten minutes.

Groups approaching this encounter from part 2 by traversing the streets arrive south of the greenhouses, at the edge of the map in the area marked "X."

Several vast, squat structures occupy this plaza, each composed of a small rectangular construction connected to a much bigger, taller partner. Heavy stone blocks form the walls of each building, each larger one capped in an arching dome of translucent ice. The rain washes down their sides, beginning to freeze into tiny rivulets.

Suddenly, there is a shout, and a human woman bolts from one of the lesser buildings. She clutches something to her chest and runs with a panicked fervor.

The woman is headed to another structure, near the southern edge of the plaza and adjacent to the characters, if they're in the marked position on the map.

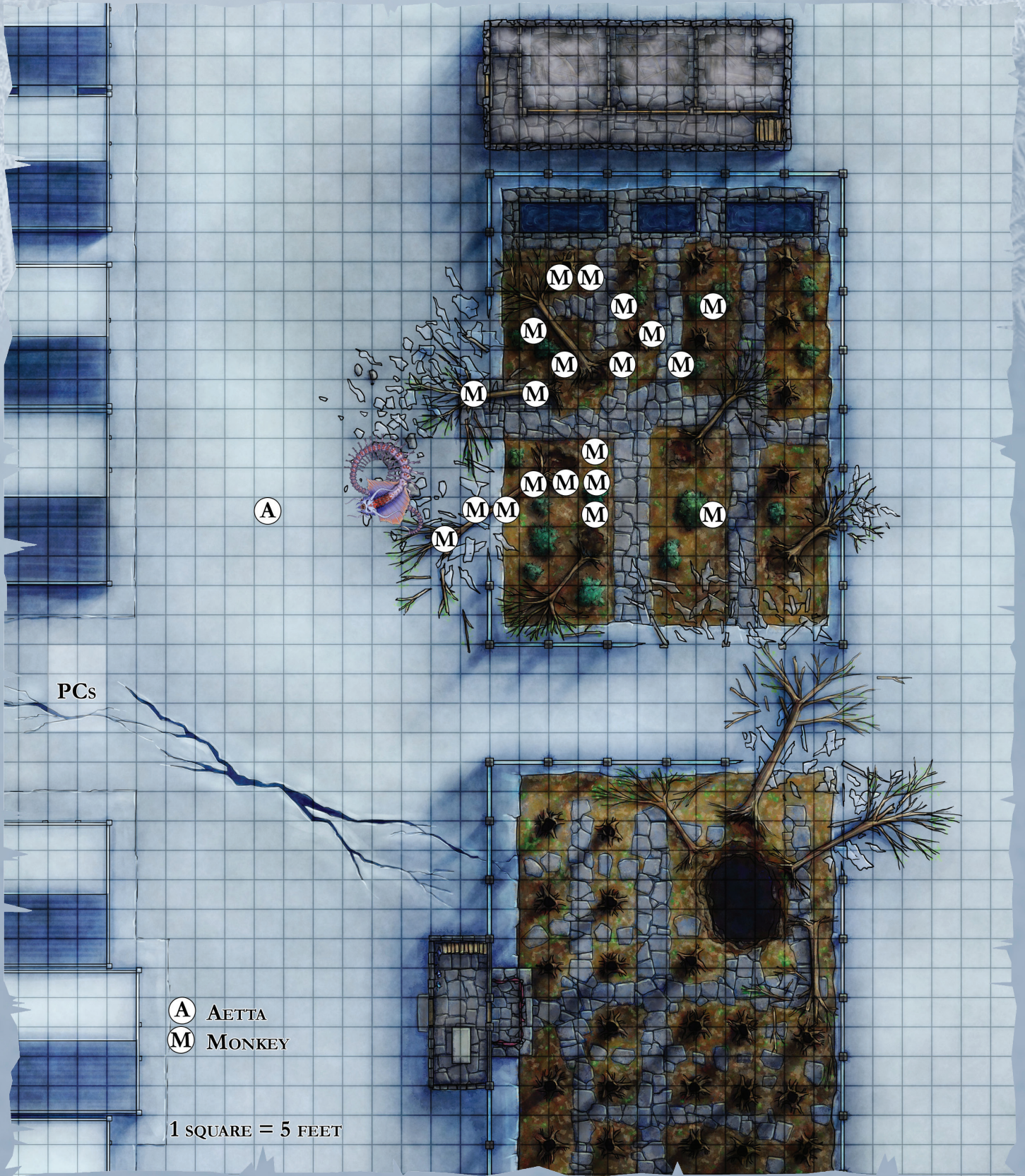


If the party does not reveal themselves

The woman, Aetta, makes a break for a nearby structure, but when she is 40 feet from the edge of the map, a remorhaz bursts from the building on the left, creating the situation provided on the map. Read the following:

There is a rumble of something large in motion, the thunder of a hundred feet, and then the building so recently exited by the woman explodes outward—throwing shards of stone and blasting a huge rent in the wall. Steam pours out into the rain, and an enormous creature sways sinuously in the gash of broken masonry. On uncounted legs it rushes forward to attack the woman. Shouting and howling from within the structure, a score of monkeys of various sizes hang from trees, from the ruined wall, and posture aggressively at the monster. Many of them scoop up fruit from fallen branches or off the floor of the chamber, flinging it through the air. The woman screams and scrambles on the ice, turning in an attempt to escape into one of the nearby buildings!

This is an ambush round, have everyone roll initiative. Two highest initiative counts get to act normally, then proceed to standard combat. In its first action, unless somehow prevented from or distracted, the remorhaz charges and grabs the woman in its mouth. It then swallows the woman in the following round before doing anything else; she carries a journal of breeding and training techniques—destroyed if she is swallowed. Again, unless interrupted, it hunts around for a few rounds, eating a couple of the monkeys if no other targets exist. See “the greenhouses,” below, for more details.



PCs

- Ⓐ AETTA
- Ⓜ MONKEY

1 SQUARE = 5 FEET



If the party reveals themselves

The woman, Aetta, makes a break for a nearby structure, but when she is 40 feet from the edge of the map, the remorhaz bursts from the building on the left, creating the situation provided on the map. Read the following:

There is a rumble of something large in motion, the thunder of a hundred feet, and then the building so recently excited by the woman explodes outward—throwing shards of stone and blasting a huge rent in the wall. Steam pours out into the sleet, and an enormous creature sways sinuously in the gash of broken masonry. On uncounted legs it rushes forward to attack the woman. Shouting and howling from within the structure, a score of monkeys of various sizes hang from trees and the ruined wall and posture aggressively at the monster. Many of them scoop up fruit from fallen branches or off the floor of the chamber, flinging it through the air. The woman looks to you with desperate eyes, “Help!” she shouts, “Please! Help!” She stumbles a bit, trying to turn in your direction.

This is an ambush round, have everyone roll initiative. Two highest initiative counts get to act normally, then proceed to standard combat. In its first action, unless somehow prevented from or distracted, the remorhaz charges and grabs the woman in its mouth. It then swallows Aetta in the following round before doing anything else; she carries a journal of breeding and training techniques—destroyed if she is swallowed. Aetta dies on the remorhaz’s next initiative count as the creature’s digestive damage kills her. The remorhaz then engages the adventurers while the monkeys throw fruit at the whole melee. See “The Greenhouses” below for more details.

Fighting Hopeless Battle

As it is, the remorhaz is probably too much for the PCs to handle directly. There are however several ways the players can try to defeat the monster:

- The remorhaz, outside of stone floor of the greenhouses, moves at diminished speed (see creature’s entry), as its furnace aura literally melts the floor. If the Escalation Die reaches 6, the heat emitted by remorhaz turns floor into a cloud of steam, and the beast falls below toward unknown fate.
- There is an abandoned artillery sentry on one of the ice buildings. If the PCs notice it (DC 20), they can operate 4 ballistas there to strike at the monster.
- The remorhaz is still a little groggy from drugs. As such it tends to respond to pain first, other information second. Therefore it will follow anyone who most recently damaged it.
- Note that because of remorhaz furnace aura, running from it requires care, as it will leave a melted trail, thus making any attempts to cross it pretty risky (DC 20 to cross without falling).

The Greenhouses

The structures here are composed of stone, a rarity in Forstor Nagar. They house the special greenhouses which produce a number of plants very important to the proper operation of the city’s infrastructure.

Development: With the building now open to the elements, this carefully tended nursery dies in 1d4 days. During that time, the temperature in the ruin is cold, requiring no Fortitude checks.

The Greenhouses

Large stone balls with unique heating system, used for growing plants.

Level 8 building [Structure]

Initiative -1

Immune to light weapons.

Resists 16+: all damage.

Monkeys: There are twenty monkeys total. Each one has 5 hitpoints. Monkeys are immune to effects of Urdien fruits.

C: Monkeys throwing urdien fruits on trespassers +5 vs. AC (1d3 targets in a group)—3 damage, the target is splashed with foul smelling juice and subjected to free Poisonous Goo attack. Also, targets covered with slime exude distinct smell that raises difficulty of all social and stealth checks by one category until cleaned or 4 hours pass.



[Special Trigger] **Poisonous goo (contact or digested) +5 vs. PD**—3 poison damage and the target is Weakened for one minute.

[Special Trigger] **Collapse (if HP reaches zero; all targets in the area) +16 vs. PD**—114 damage and the targets are stuck until they are dug out. Getting out on their own is subject to GM's discretion, Icon relationship intervention or player's inventiveness.

Miss: half damage and the affected targets are not stuck.
AC 24 PD 22 HP 432 (current hitpoints: 216 due to damage caused by Hungering Legion bombardment and remorhaz on rampage)

Remorhaz (Adult)

A cross between bluish scolopendra, insides of a foundry furnace and an omnivorous hunger.

Large 8th level wrecker [beast]

Initiative: +11

Groggy: Still affected by drugs, remorhaz pursues the last person to hurt it.

Slowed by ice floor: (base speed: 8 squares) Moves at three-quarter speed (Escalation Die 2 or less; 6 squares), half speed (Escalation Die 4 or less; 4 squares) and quarter speed (Escalation Die 5; 2 squares).

Death in melting depths: If the Escalation Die reaches 6, Remorhaz turns the floor to steam and falls to its death in melting depths.

[Special trigger] **C: Death from below! +14 vs. AC (each nearby creature)**—45 damage; OR 22 damage, and the target is stunned (save ends)

Miss: 15 damage.

Limited use: 1/battle, during the remorhaz's first turn or if appearing on the surface after burrowing.

Savage bite +16 vs. AC—50 damage, 20 fire damage, and the remorhaz grabs the target if it's not already grabbing a creature

Miss: 15 fire damage.

Burrow: As the standard monster ability, except the remorhaz only needs to roll 6+ in snow and ice.

Furnace aura: When a creature is engaged with the remorhaz (or grabbed by it) at the start of its turn, it takes fire damage equal to 6 x the Escalation Die.

AC 24 PD 22 MD 18 HP 280

Nearby Structures

The neighboring greenhouse is filled with another 20 monkeys, but the front room and an adjoining area, separated by a heavy curtain, are set up as "cold-locks," used by those who tend the monkeys and collect the fruit to warm themselves and prevent the glacial air from damaging the plants inside. The greenhouse is also damaged by the rampaging remorhaz, but its flora won't die for 2d4 days.

The surrounding buildings are built of ice, and as such are easy targets for rampaging remorhaz. Clever PCs can also use them to further damage the monster.

Ice Building

Once a dwelling for Forstor Nagar citizens, now a slumbering Ice death trap.

Level 6 building [Structure]

Initiative -1

Immune to light weapons.

Resists 16+: all damage except fire damage.

Interior ice spikes: Any creature attempting to navigate through the inside of the structures in this area finds their icy floors and walls shaped into hard and sharply pointed spikes. This reduces movement through this building to half speed. Any creature attempting to move a normal or running speed, is subject Ice spikes attack.

Ice death trap: The buildings in this area of the city have been cursed by defenders. At random they can grow deadly spikes trying to kill invaders. It is possible to avoid an attack by making DC 25 skill check and noticing tell tale minute signs that the curse is about to strike. Roll d20 each time anyone enters this building: 1 – Ice death trap attack occurs, 2-3 – Ice spikes attack occurs, 4-20 – the attacks do not take place this time.

[Special Trigger] **Ice death trap (1d3 targets in a group) +11 vs. PD**—21 damage as the ceiling and walls suddenly grow ice teeth and take a bite.

Miss: half damage.

[Special Trigger] **Ice spikes (random person) +11 vs. AC**—21 damage and the target is stuck in a cage of ice (DC 25 to break or wriggle free, HP 23).

[Special Trigger] Falling debris (one time, when staggered; all targets within) +11 vs. PD—12 and the building can no longer use Ice death trap and Ice spikes.

Miss: half damage.

[Special Trigger] Collapse (at 0 HP; all targets within) +11 vs. PD—63 damage (if at first floor), 42 damage (if at the second or higher floors), 21 damage if at the roof and stuck until dug out.

Miss: half damage, and not stuck.

AC 22 PD 20 HP 180

The Aftermath

Treasure: There are three sets of spare medium-sized winter clothes, including boots, in a chest under the table. There is a sufficient supply of fruit and vegetables that can be collected for 10 days. A dozen whole Urdien fruit (see *The Greenhouses* entry for effects of Urdien fruit juice) can be scavenged, if desired.

Development: A short search (DC 20 skill check) discovers the tunnel used by the remorhaz and the complex of chambers containing 5 other drugged remorhazes beneath other structures. Aetta sufficiently drugged these remorhazes before the last one escaped, and they don't awaken unless a character casts neutralize poison or heal on one of them. They can be killed without difficulty.

- If Aetta survives, she requests the party not slay any of the sleeping remorhazes and directs the party to a safe path to the Diplomatic Compound. Proceed to part 4, but the adventurers have the opportunity to surprise the enemy there and may approach from an alternate direction, as detailed in that section of the adventure.

Aetta, Greenhouse Alchemist and Keeper

Middle aged, sly and dedicated. Fingers stained from tobacco and weird fluids, an occasional cough and an ability to brew tea from practically everything. Carries a small backpack with notes and various ingredients.

Name: Aetta

Level 4 mook [Humanoid]

Initiative -1

Backgrounds (total): Forstor Nagar Greenhouse Keeper+8.

Medicine and Scientific Research +10.

Benefits: Bestow one free recovery per character per day.

Guides players to Part 4 via ' Savior' path. May act as a party liaison in contacts with Forstor Nagar citizens.

(runs)

AC 14 PD 14 MD 18 HP 14

- Otherwise, groups may easily navigate what remains of the area to find part 4—but they lose the chance to surprise the enemy there unless extraordinary precautions are taken, at the GM's discretion.
- Travel from the plaza to part 4 requires about 25 minutes on foot.
- Additionally, groups traveling without Aetta's help may get lost (DC 25 to avoid).
- For lost groups, roll d20 per 10 minutes of travel (two rolls initially, more if the party dawdles): 1-4 – Defender Patrol, 5-8 – Ballista Emplacement, 9 – 18 – Legion Patrol, 19-20 – no encounter. Initial distance between groups is 300 feet (beyond Far distance), skill check of DC 20 or more allows for successful escape but increases the overall length of the travel by 5 minutes, skills check of 25 or more allows to avoid the encounter without incurring time loss. Note that Forstor Nagar defenders are likely to open with ranged fire.

Defender Patrol

Archers of Forstor Nagar (6)

Last Defenders of Forstor Nagar (6)

One of the Last Defenders bears the rank of an officer.
(use the stats from part 2)

This is a mobile patrol hunting for Hungering Legion stragglers. They attempt withdraw as soon as they encounter any significant resistance.

Ballista Emplacement

Archers of Forstor Nagar (4)

Last Defenders of Forstor Nagar (2)

Ballistas (2)

(use the stats from part 2)

Ballista Emplacement is located on a fortified rooftop of a building. The building is not cursed, but all passageways leading up are blocked by rubble.



Legion Patrol

Hungering Legionnaires (3)

Regular Infantry of the Legion (24)

Prisoners for Legion Larders (1d3)

(use the stats from part 2)

(Hungering Legionnaire: use stats from part 4)

(Prisoners: use stats from part 4 – non-combatants)

Hungering Patrol looking for more food and loot.

Part 4: Knock, Knock Setup

This is a Champion difficulty tier area.

Environment

- *Light.* The area has normal illumination. At night, the area has normal illumination within 30 feet of the fires, and dim illumination 30 feet beyond that. Use of stealth without invisibility or cover initially Ridiculously Hard (DC 30) - see Weather for more.
- *Weather:* The sky is stormy and it is sleeting. One minute after beginning of the encounter, the Legion's smaller fires extinguish (stealth skill checks at DC 25, stealth checks for groups still at DC 30). After two minutes, the Legion's larger fire extinguishes (stealth skill checks at DC 20, stealth checks for groups at DC 25). The precipitation becomes a snowstorm in 10 minutes (stealth skill checks at DC 20, stealth checks for groups at DC 25; at night both stealth checks at DC 20).
- *Wind.* Strong winds (11-20mph) affect this area providing a -2 penalty to ranged missile attacks.
- *Temperature.* The general temperature here is very cold. Those not wearing winter clothing or without cold resistance of some kind are subject to Freezing Cold Wind attack once per ten minutes.

Freezing Cold Wind

Level 4 mook [Environment]

Initiative -1

Freezing cold wind: All characters without proper clothes or other means of cold protection are subject to Freezing Cold Wind attack once per ten minutes.

[Special Trigger] Freezing cold wind +6 vs. PD (all eligible targets)—7 cold damage.

Groups approach the barricade from the south, unless they are lost, or if they saved Aetta from the remorhaz.

- Groups lost from the weather approach up the alley from the right side. The Legion forces are aware of their presence and are fully alert, expecting trouble.
- Groups who saved Aetta approach from the alley on the left side. The Legion forces are inattentive and unaware of the adventurers.
- Groups arriving here from all other means approach the encounter from the south. Legion forces are alert, but unaware of the characters.

Read aloud:


The drizzle becomes heavier, colder sleet, a freezing rain mixed with wet flakes that melt when they fall against clothing or armor.

- Lost Groups (continue):

The precipitation drives your group between buildings, and you find yourself standing in an alley. Thunder rumbles dully overhead. A hint of woodsmoke floats on the air, and you can hear someone softly crying up ahead.

- Savior Groups (continue):

Following Aetta's directions, you find yourselves carefully navigating a wide alleyway. A light mist crawls across the ground, and over the sounds of the precipitation, you can hear the crackle of a fire and muffled sobbing. Up ahead, his back turned, a guard stares out into the street, his axe in one hand and a javelin in another.

- 
- All other Groups (continue):

The sound of someone crying is barely audible over the rattle of the precipitation against rooftops and shutters and the smell of falling rain doesn't quite overpower the faint scent of woodsmoke in the air. You appear to be approaching the Diplomatic compound.

Groups approaching the barricade should proceed accordingly:

- Lost Groups:

Make stealth check (DC 25, Champion Hard task; nominate the character to make the check directly, everyone else contributes indirectly with +2 for each success on their DC 25 check). Failure indicates the Hunger Devils have detected the group and communicated this telepathically to the Garrison. The Garrison executes an Ambush against the characters.

- Savior Groups:

Make stealth check (DC 15, Adventurer Normal task; nominate the character to make the check directly, everyone else contributes indirectly with +2 for each success on their DC 15 check). Failure indicates the Regular Infantryman standing with his back to the alley has heard the characters. The encounter begins as he shouts an alarm. Success indicates that PCs execute an Ambush against Infantryman and may attempt to surreptitiously eliminate the guard. No other guards notice the alley guard's silent incapacitation. Subsequently, the characters may execute an Ambush against the Garrison.

- All other Groups:

Make stealth check (DC 25, Champion Hard task; nominate the character to make the check directly, everyone else contributes indirectly with +2 for each success on their DC 25 check). Failure indicates the Hunger Devils detected the group and communicated this telepathically to the Garrison. Begin initiative normally. Alternatively, groups may choose to simply approach the Garrison in some sort of bluff. Use your judgment to act accordingly.

Notes on Part 4

Some groups may try to bluff the Hungering Legion out of their prisoners, convince the Legion they are a group of commanding officers, or somehow order them to abandon their post for a nearby skirmish. The Legion, however, sees its prisoners as much as food as a source of loot.

The Hungering Legion is an "eat what you kill" organization. There's no surrendering lunch just because you were ordered to do so. Not without very good reasons and by following customs that the characters (most likely) don't know.

Characters who attempt this tactic in the ravaged streets of Forstor Nagar should receive a bluff of their own. There's a time for trickery, and there's a time for steel. The moments before a detail of angry cannibals starts preparing their next meal is not the time for chitchat.

Ice Buildings

Creatures unconcerned about stealth may smash their way through the structures, but doing puts the Garrison on high alert. Additionally, the buildings have been cursed to attack trespassers.

Ice Building

Once a dwelling for Forstor Nagar citizens, now a slumbering Ice death trap.

Level 6 building [Structure]

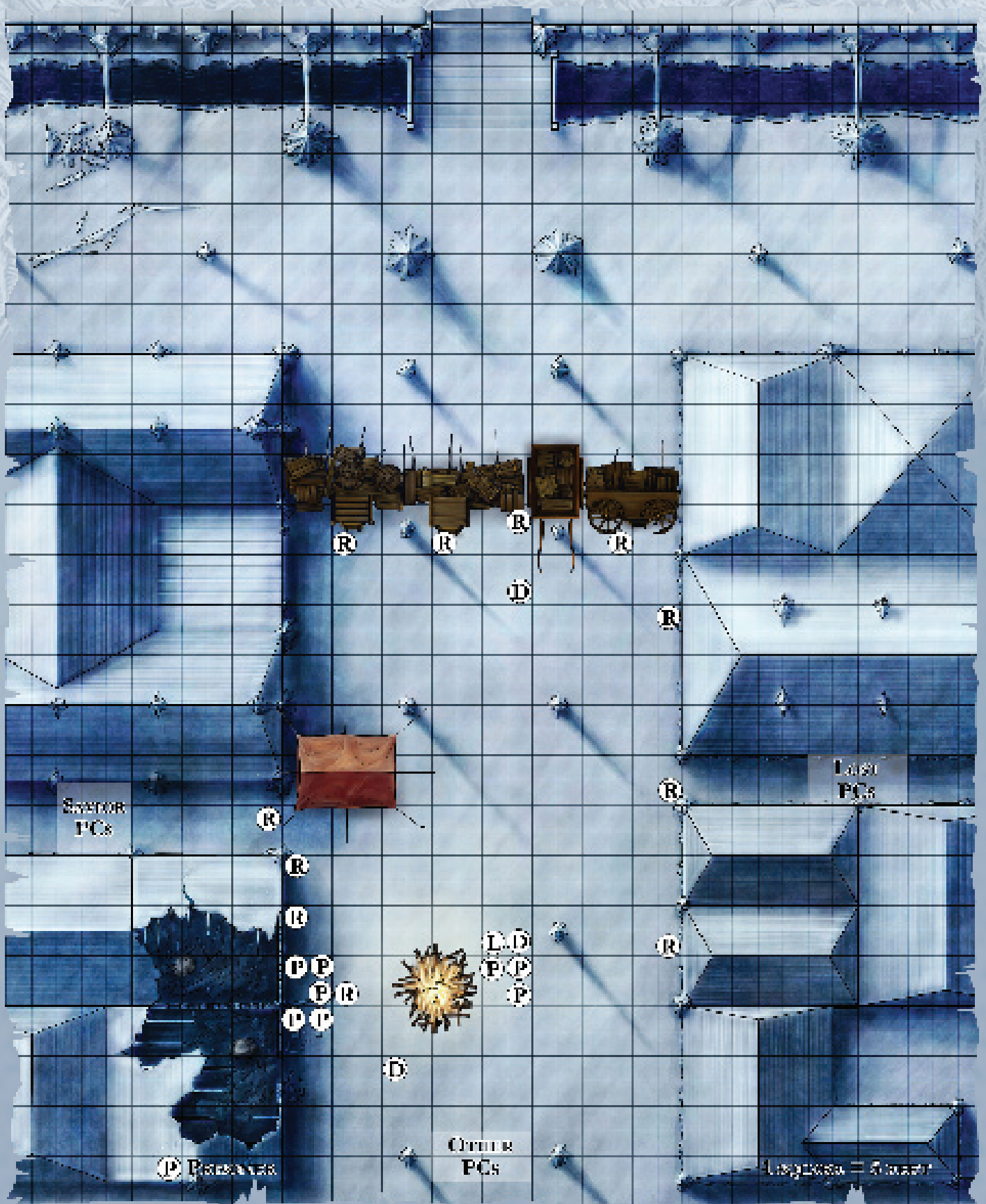
Initiative -1


Immune to light weapons.

Resists 16+: all damage except fire damage.

Interior ice spikes: Any creature attempting to navigate through the inside of the structures in this area finds their icy floors and walls shaped into hard and sharply pointed spikes. This reduces movement through this building to half speed. Any creature attempting to move a normal or running speed, is subject Ice spikes attack.

Ice death trap: The buildings in this area of the city have been cursed by defenders. At random they can grow deadly spikes trying to kill invaders. It is possible to avoid an attack by making DC 25 skill check and noticing tell tale minute signs that the curse is about to strike. Roll d20 each time anyone enters this building:





1 – Ice death trap attack occurs, 2-3 – Ice spikes attack occurs, 4-20 – the attacks do not take place this time.

[Special Trigger] Ice death trap (1d3 targets in a group) +11 vs. PD—21 damage as the ceiling and walls suddenly grow ice teeth and take a bite.

Miss: half damage.

[Special Trigger] Ice spikes (random person) +11 vs. AC—21 damage and the target is stuck in a cage of ice (DC 25 to break or wriggle free, HP 23).

[Special Trigger] Falling debris (one time, when staggered; all targets within) +11 vs. PD—12 and the building can no longer use Ice death trap and Ice spikes.

Miss: half damage.

[Special Trigger] Collapse (at 0 HP; all targets within) +11 vs. PD—63 damage (if at first floor), 42 damage (if at the second or higher floors), 21 damage if at the roof and stuck until dug out.

Miss: half damage, and not stuck.

AC 22 PD 20 HP 180

Across the Rooftops

Some groups may attempt to navigate the rooftops of this area. Various hazards make many sections unstable or dangerous to cross. A DC 20 check related to the architecture or masonry, or a DC 25 notice check by a character experienced in navigating traps or terrain obstacles made before crossing each rooftop permits the character to note dangers and indicate them to others intending to move across the structure. Roll d6 to determine the nature of the hazard (successful check to discern the nature of the risk adds +5 to the check required to navigate the rooftop):

- 1-2 – Dangerous Terrain: This section of roof is weakened, but not ready to collapse. It is treated as difficult terrain and requires a DC 20 skill check. Failure indicates that the character suffers 2d6 damage and must spend a full round freeing their foot. On a failure by more than 5 points, the Garrison is alerted to the presence of the character.
- 3-4 – Slippery Roof—This rooftop section is slick, sloped, and uneven. It requires a DC 20 skill check to navigate. Failure indicates that the character starts



sliding to the edge of the roof, stopping just shy of falling off. Another check is required to get the character to climb back (DC 25 if the character is expected to do it all by themselves, DC 20 if anyone helps), with failure ending in a fall, 15 points of damage and attracting attention of the Garrison.

- 5-6 – Collapsing Roof—Any time a character attempts to cross one of these sections, a DC 25 check is required or the roof collapses and the character and everyone nearby fall into a building. The character takes 10 damage and is Stuck until dug out. Meanwhile, the Garrison is alerted to the presence of trespassers.

Barricade

The barricade is a makeshift wall of wagons, crates, large ice chunks, furniture, and other assorted debris. One wagon can be pulled back to allow traffic to enter the street beyond it. A DC 25 Strength check, made as a move action, pushes the wagon 5 ft back, opening a small gap in the wall which permits characters to squeeze through to the space beyond. Two successful checks move the wagon sufficiently for characters to move through as if the opening were difficult terrain. After three successful checks, the opening no longer impedes movement.

For those wishing to attack the barricade directly, each 5-foot section of barricade is as follows:

5 ft. Section of Barricade

Level 4 obstacle [Structure]

Initiative -1

Immune to light weapons.

Resists 16+: all damage.

AC 20 PD 18 HP 36

Creatures: As indicated on the map, many members of the Hungering Legion garrison this barricade.

When combat begins, the regular infantry and hunger devils immediately attack any intruders. The Hungering Legionnaire spends his initial round making a coup de grace attack using his Hungering bite and digestion power, killing the prisoner adjacent to him. The hunger devils engage the meanest, most heavily armored foes



first, using their **Hungering gaze** attacks before attacking with their longknives in melee. Regular infantry pursue archers, lone spellcasters, and anyone trying to skirt the battle. The legionnaires are unconcerned about their prisoners, as they are all bound and manacled by a chain that is spiked into the ice. They fight until dead or unconscious. No member of the barricade garrison surrenders unless magically compelled to do so.

Hungering Legionnaire

Massive brute in heavy armor. Pasty white face surrounded by dreadlocks stiffened with blood and oil, with teeth filed into reminder of shark smile.

Name: Aima.

Hungering 5th level troop [Humanoid]

Initiative: +8

Brutal flail +10 vs. AC—18 damage.

On natural 16+: Follow through with free **Hungering bite** attack.

[**Special Trigger**] **Hungering bite +10 vs. AC—10** bleeding damage, save ends, first aid ends (DC 20).

C: Bolas +10 vs. PD—The target is Stuck until they remove Bolas (DC 20, move action).

R: Javelin +10 vs. AC—18 damage.

Hungering digestion.

Hungering madness (champion).

Gear: well-kept banded mail, high quality flail, oval metal shield, bolas (2), javelins (4), winter clothes.

AC 21 PD 19 MD 15 HP 72

Hunger Devils (4)

Crouched posture, copper red lithe body with thin limbs and an egg-shaped head surrounded by flame-like hair. Finally, milky eyes that glow red in dark, and teeth, multiple rows of shiny predator teeth.

Names: Trogon, Kopton, Machairi, Sarka.

4th level caster [Devil]

Initiative: +9

Telepathic: May speak mind-to-mind with anyone familiar within Far distance (100 ft.).

Shadowstep: May disappear into realm of shadow for a duration of a move action, appearing anywhere else within a distance of the move.

Twin devilish flensing longknives +8 vs. AC (2 attacks)—5 damage.

On natural 16+: Follow through with free **Hungering bite** attack.

On natural odd bit: Follow through with free **Consumptive wounds** attack.

[**Special Trigger**] **Hungering bite +8 vs. AC—5** bleeding damage, save ends, first aid ends (DC 15).

[**Special Trigger**] **Consumptive wounds +8 vs. PD**—The target uses one additional recovery when healing up (non-cumulative – once cursed, one cannot acquire another **Consumptive wounds** curse). This is a curse that requires cleansing with a water blessed a priest.

R: Hungering gaze +9 vs. MD—The gaze of a hunger devil drives creatures mad with the desire to consume anything edible. Victims suffering from the **Hungering gaze** still defend themselves but spend 1d2 rounds doing nothing but eating the supplies on hand, including corpses. If there are no corpses or rations at hand, the victims bites themselves for 5 points of damage each round. Once the effect is gone, individuals unaccustomed to eating corpses or who bite themselves as a result of this attack must make DC 20 skill check (Adventurer Hard) to avoid spending one more round retching. One cannot be affected by this effect more than once per hour.

Gear: crude sash made of human scalps for sheathing longknives, Twin devilish flensing longknives, otherwise naked (but sexless).

AC 19 PD 14 MD 18 HP 52

“This is a curse that requires cleansing with a water blessed by a priest”

Ritual magic is an important part of 13th Age Roleplaying Game as it allows the characters to build their own part of narrative by good roleplaying. In this case, the players need to improvise a ritual with a required component – water blessed by a priest. If the characters roleplay to your satisfaction, they should succeed automatically. On the other hand, if there is no priest nearby, or if the players are in a hurry, a good roll (DC 20, Champion Normal difficulty) is sufficient.

Regular Infantry of the Legion (10)

Drenched but in good spirits, grouped around fires, sharing coughs and cups of hot broth made from freshly gathered intestines of a hapless prisoner.

Names: Ape, Sloppy, Dancer, Hot-Trade, Mane.

Hungering 4th level mook [Humanoid]

Initiative: +6

Passable battleaxe cut +9 vs. AC—7 damage.

On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +9 vs. AC—5 bleeding damage, save ends, first aid ends (DC 15).

R: Javelin throw +9 vs. AC—7 damage.

Hungering digestion.

Hungering madness (adventurer).

Gear: warm hide armor, heavy steel shield in need of repairs, decent battleaxe, javelins made of bone (4).

AC 20 PD 18 MD 14 HP 14

NPC Prisoners

Note: Detailed descriptions of each NPC is to be found in part 5, Rescued NPC Prisoners.

For now they are defenseless, with only two of them having a chance of taking more than one blow before expiring (use Non-combatants statblock below, note that Harn Helmholn and Tally Moonbow have more hitpoints).

Development: Eight prisoners kneel here on the icy street. Select one at random to be the victim of the Hungering Legionnaire (roll d8):

1: Gans Hammerssen.

2: Frey Tansan.

3: Harn Helmholn. HP 32.

4: Tally (Thalanasia) Moonbow. HP 31.

5: “Stubby Hand.”

- Three human commoners (6: Nails, tough street beggar with barely working leg; 7: Nadia, a cook; 8: Sammy the drunk stevedore). Non-combatants due to various injuries or physical lack of ability

Non-combatants (8)

Level 1 mook [Humanoid]

Initiative 0

Non-combatant: Runs or cowers. Fights only if cornered (or if inspired by a heroic PC).

Flail blindly with improvised weapon +5—4 damage.

AC 11 PD 11 MD 15 HP 7

Compound Defenses

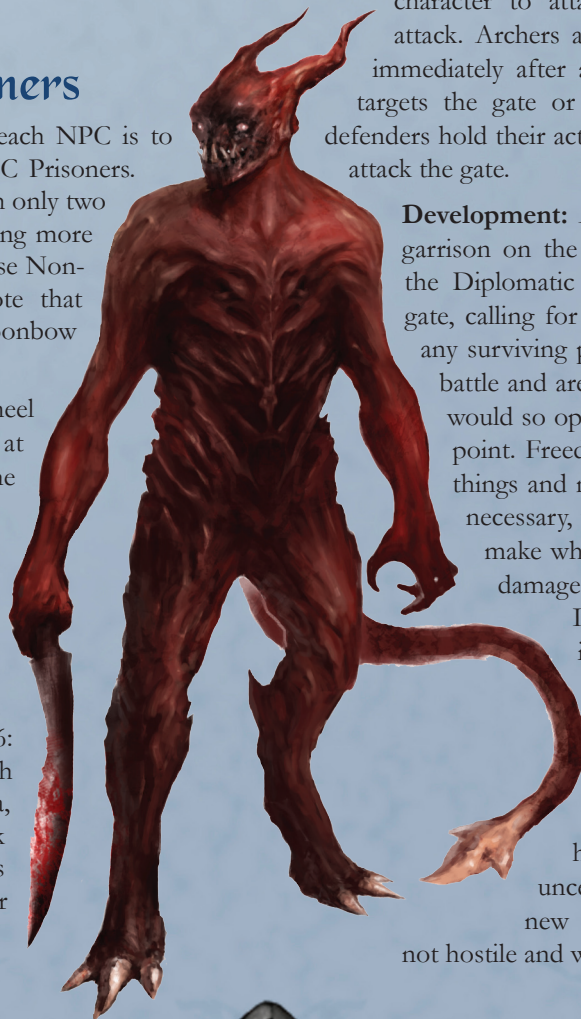
Guards inside the compound watch the battle from lookout positions behind the wall or at the gate.

Anyone attempting to force their way through the gate or attack the wall finds themselves the target of numerous arrows from the gate guards.

Both sets of defenders attack just before the first character to attack the gate with a melee attack. Archers attack on the initiative count immediately after any spellcaster in sight who targets the gate or wall with an effect. These defenders hold their actions, waiting for someone to attack the gate.

Development: After PCs defeat the Legion garrison on the barricade, the defenders of the Diplomatic Quarter quickly open their gate, calling for the characters to enter with any surviving prisoners. They observed the battle and are willing to trust anyone who would so openly attack the Legion at this point. Freed prisoners eagerly grab their things and make for the opened gate. If necessary, the lone defender cleric casts make whole on the gate to repair any damage done during the attack.

If the characters decide to ignore the plight of the Legionnaires' prisoners and simply escape into the compound, they can do so. They find themselves quickly met with measured hostility—the defenders are uncertain what to make of the new arrivals. As long as they are not hostile and willingly subject themselves to





disarming and interrogations, proving that they do not intend to kill the members of the compound, they are welcomed into the encampment.

Treasure: The PCs are granted an aurora vial (see Appendix) by the defenders when they finally gain access to the compound in thanks for defeating the Hungering Legion.

Compound Gate

Level 6 obstacle [Structure]

Initiative -1

Immune to light weapons.

Resists 16+: all damage.

Defenders: 6 archers, 4 spearmen, 1 cleric, 4 rabble.

R: Defenders' longbow attacks +7 vs. AC (1d6 targets in a group)—14 damage.

Counterattack at Staggered: Once the gate reaches half hitpoints, the defenders stage a quick counterattack with longspear (free Defenders' longspear attack) against anyone in gate vicinity by opening narrow slits in the wall nearby the gate and stabbing anyone within reach.

C: Defenders' longspear attack +9 vs. AC (1d6 targets in a group)—14 damage.

AC 22 PD 20 HP 90

Part 5: The Diplomatic Compound Setup

This is a Champion difficulty tier area.

Freezing Cold Wind

Level 4 mook [Environment]

Initiative -1

Freezing cold wind: All characters without proper clothes or other means of cold protection are subject to Freezing Cold Wind attack once per ten minutes.

[Special Trigger] Freezing cold wind +6 vs. PD (all eligible targets)—7 cold damage.

Environment

- *Light:* This has dim illumination while the snowstorm rages. Creatures may use stealth without invisibility or cover. At night, the area has no illumination other than what the characters produce.
- *Weather:* The sky is stormy and there is a snowstorm in progress.
- *Wind:* Strong winds (11-20mph) affect this area, providing a -2 to all ranged missile attacks.
- *Temperature:* The general temperature here is very cold. Those not wearing winter clothing or without cold resistance of some kind are subject to Freezing Cold Wind attack once per ten minutes.

Having entered the Compound from Forstor Nagar proper, the characters are greeted by a group of the remaining defenders. The defenders' response depends on the circumstances surrounding the characters' arrival.

If the PCs Sneaked In

Undetected characters may choose their time and manner of initiating contact. The defenders are hostile to any characters sneaking into the compound:

Dropping down from the sleet-filled sky and into the streets, you are greeted with shouts and cries of alarm. A group of nearly a dozen men rush up the street with weapons drawn. A gruff looking archer calls out to you, "Don't move! Surrender or die!"

This confrontation occurs in an open intersection of streets.

The PCs must succeed at a DC 30 skill check (Ridiculously Hard Champion tier task) in order to calm the defenders and avoid combat, or the group can simply surrender and proceed as prisoners to the embassy. These men have been isolated from other defenses, and do not respond to the code word from part 1. Otherwise, if the party refuses to surrender, the guards attack.

The archers focus fire on spellcasters first, and shift to any lightly armored foes when none remain. The warriors cooperate to keep heavily armored foes from the archers.



Archers of Forstor Nagar (6)

Guardsmen, workers. All driven to the end of their wits by the besieging horrors.

Names: Danielle, Ivo, Sigfried, Vello.

4th level troop [Humanoid]

Initiative: +6

Sharp sabre +9 vs. AC—14 damage.

Composite longbow +7 vs. AC—14 damage.

Gear: breastplate, buckler, sabre, Composite longbow with 30 arrows, gray winter clothes.

AC 18 PD 18 MD 14 HP 45

Last Ditch Defenders of the Diplomatic Quarter (4)

The heavy infantry that specializes in mass combat and battlefield formations. They still stand tall despite the losses taken.

Names: Danielle, Ivo, Sigfried, Vello.

4th level troop [Humanoid]

Initiative: +6

Turtle formation: If ordered to do so, use standard action to unfasten tower shield from their back and set it on the ground, forming a mobile wall. Gain +4 AC and PD as long as they are behind their shields. Longspears to be used as main weapons.

Tight formation: If ordered to do so, use quick action to pick tower shield and carry it protecting their left side. Right-hand weapon is changed to a shortsword. All spearmen stand close enough to fit two fighters per square. +2 AC and PD, -2 to attack, and the only possible attack is Shortsword thrust. Longspears are either dropped or transferred to second line.

Loose formation: The shields are either dropped (quick action) or transferred to their back (standard action). Longspears become main weapon (move action).

Longspear first strike (during first round of combat may attack first at +16 to initiative) +11 vs. AC—14 damage.

Longspear thrust (may engage a foe and pop away as free action) +11 vs. AC—14 damage.

Shortsword thrust (does not include penalty for Tight Formation) +11 vs. AC—10 damage.

Gear: breastplate, longspear, shortsword, tower shield, gray winter clothes.

AC 18 PD 18 MD 14 HP 45

Development: The guards fight for three rounds before Mathinder comes out of the embassy, calling for the fighting to stop. If the characters continue attacking, ten more defenders arrive—identical group composition. At this point, the soldiers fight until dead, believing the characters to be an elite siege-breaker unit sent by the Hungering Legion. Mathinder and the remaining civilians barricade themselves within the embassy and refuse to come out; they must be forcibly removed. Mathinder is hostile in this case and his attitude may be shifted to indifferent—sufficient to convince him to go with the characters and cooperate with them—but never to friendly or helpful. See below for more information.

If the Characters Defeated the Legion Barricade


A ragged looking warrior closes the door as your group enters the Diplomatic Compound. An archer calls down to you from a perch on the wall. “That was some solid work. Anyone willing to cut the Legion like that’s welcome here.” He gestures to one of the spearmen at the gate. “Bjarni will take you and the others over to the embassy. You can talk with Lord Elssur.”

The guards request the characters peace-tie their weapons (requiring a full round action to draw them until untied), stow any holy symbols or spell implements, and then follow them. The archers remain at the gate and a number of defenders equal to the characters escort the group to the embassy. Continue to “Meeting the Man” below.

Ice Buildings and the Embassy

The embassy is a two story stone structure and the heart of defenses in this quarter. It has been barricaded such that the main door is the only functioning entrance. It is stocked with supplies to last another 4 days.

Defenders sabotaged and cursed other structures in the compound to prevent an easy infiltration.



Any creature attempting to navigate through the inside of the structures in this area finds their icy floors and walls shaped into hard and sharply pointed spikes. This reduces movement through this building to half speed.

Creatures unconcerned about stealth may smash their way through the structures, but doing so alerts the guards. The soldiers manning the barricade react accordingly, suspecting a Legion attack.

- See Part 4, Ice Buildings for more information on sabotaged and cursed buildings.
- See Part 4, Across the Rooftops for more information on traversing the roofs.

Meeting the Man

The embassy is a modest two-story stone structure, considered lavish for Forstor Nagar. The first floor consists of offices, kitchen and common rooms. The second floor holds the diplomats' rooms and guest quarters.

The door opens into a barely lit hall packed with crates and casks. A few huddled souls sit on the floor near the flickering hearth. A large table with three chairs occupies the center of the room. A guard closes the door behind you and secures it with a large bar. Another guard approaches a man in platemail reviewing a manifest, quietly speaking with him.

The man in platemail is the diplomat, Lord Elssur of Questhaven (level 4 male human aristocrat; backgrounds: Diplomatic Emissary +8, Military +6), a third son of a Marcher Lord and Trade Factor. He entertains no hope of succession and intends to die gloriously here in his adoptive home, trying to defend it against the scourge of the Hungering Legion. He sincerely believes that Mathinder is a treasure and a resource, and screens any interaction between outsiders and the holy man.

A battle-weary man in his mid-thirties crosses the room, taking a moment to appraise your group. "You're not Legion," he sniffs, removing a badly scratched pair of gauntlets and setting them on the table. "Why are you here?"

Lord Elssur needs to be convinced of the characters' sincerity and intentions. After a short conversation, presuming the characters are polite, (mostly) truthful, and honest, continue:

He holds up a palm. "Enough. I'll let Mathinder know you're here to speak to him." He rests heavily on the edge of the table as he rises. "I hope you're not lying; I don't think you are. Gods be praised you've arrived. Mathinder shouldn't die in this place."

If the party somehow fails to convince Lord Elssur of their intentions, he becomes unfriendly, confrontational, and disbelieving, explaining that once the snow breaks, they must depart. The group must extract Mathinder through subterfuge or force. They should have little trouble overwhelming the refugees in this building, but Mathinder will be hostile to them as the group travels.


Once convinced, Elssur leaves for a few minutes. He goes to Mathinder and explains the situation. Mathinder the Wise (level 6 male old human; backgrounds: Seeker of Enlightenment +14; non-combatant; HP 63) comes downstairs and greets the characters.

A human male in his mid-fifties descends the stairs and walks over to your group with a calm and relaxed demeanor. He seems to share none of the anxious tension fairly radiating from every other person you've met in this city.

"Hello," he says with a smile, crowsfeet crinkling the corners of his eyes. "I understand you wish to speak with me. What can I do for you?"

Notes on Part 5

Casting *charm person* on Mathinder will make him friendly, but not change his regular disposition, which is inclined to save those in the Compound whenever possible; he would have to be forced to leave without them. Doing so will earn his enmity beyond this adventure, but that may or may not matter to the party.



Mathinder speaks pleasantly and cordially with the group, according them a great deal of respect. He answers the following questions:

- What happened here? “The Hungering Legion arrived and began to lay siege to the city. They refused any attempt to purchase their mercy and proceeded to attack. I fled here when they breached the Artisans’ Quarter.”
- What are you doing here? “I’m afraid I don’t understand? I came here many years ago to practice my craft and seek enlightenment. I am not a warrior; I’m afraid I don’t serve with the defenders. Many seem to consider me a holy man, but I am just a teacher.”
- Why are you here? “My school was overrun, and I came here at the suggestion of one of my students. We thought the embassy would serve as a fine refuge until the Legion could be defeated. None of us believed it would come to this.”
- Can we go now? Mathinder sighs, “I am afraid I cannot depart until I have extracted a promise from you.” He pauses, waiting for your assent. “I cannot leave others here who wish to escape only to save myself. It would not be virtuous. If you will agree to bring us all to safety, I will come.”

If the Party Refuses

His forehead furrows for a half-breath, “Unfortunate. Then it appears you will fail. I intend to remain here with the rest of these people until an opportunity presents itself. I had hoped you were that opportunity, but it appears I was wrong”

If the Party Agrees

“I had hoped you would agree. I believe I have the way of our departure, but not the means.” He reaches under his shirt and withdraws a stone amulet in a bronze circlet, roughly the size of his palm. “This is the key to a teleportation circle hidden within the Oracle’s sanctuary. None of us had the magical skill to activate it, but now that you have arrived, we can.” He replaces it under his tunic. “We need only sneak past the Oracle’s guard, and activate the ring.” Mathinder smiles serenely, “While difficult, this should provide us with a perfect escape. I know the way to the temple from here; it should not take us long. We can leave as soon as the storm breaks!”

With the party’s agreement to his terms, he smiles pleasantly and goes to notify Lord Elssur and the other refugees. The group may depart with the morning.

If Mathinder is Friendly

At dawn, all 10 refugees plus any rescued from part 4 gather in the common room. Eager to move out, they understand the dangers. The group obeys the party to the best of their ability. Lord Elssur and the remaining guards offer to create a distraction at the other gate, providing cover for their escape.

If Mathinder is Unfriendly

Mathinder remains unfriendly until the group agrees to bring the rest of the refugees in their bid to escape from Forstor Nagar. He does not sabotage the escape, but he does not actively assist. He keeps the teleportation circle a secret until the Oracle is slain (see part 8). Lord Elssur grudgingly agrees to create a small distraction at the other gate, but provides no aid.

Continuing

Mathinder insists on remaining within the compound until the snowstorm breaks. This means holding through the night. The Legion does not attempt a full assault during the evening, but one of the archers does abandon his post and his partner is found dead. Whether he defected to the Legion or was captured is up to the GM. The snow stops at dawn, at which time, proceed to part 6.

If the Party Moves Mathinder Forcibly

He resists as best as he is able, hiding the teleportation token in a compartment at the top of his hat. He is not violent, nor does he sabotage the group, but he is surly and unhappy with the course of events.

Compound NPCs

Among the inhabitants holed up in the Diplomatic Compound are 25 soldiers (10 Archers of Forstor Nagar and 15 Last Ditch Defenders of the Diplomatic Quarter) as well as 10 additional refugees, including:

- **Jalinda Andersdottir** (female human; backgrounds: Temple Acolyte +6): Herself a timid and untalented supplicant of one of the temples, the siege has traumatized Jalinda with its fierceness after wiping out her whole temple. She is highly unstable and could crack any minute.



Jalinda Andersdottir

A paladin on the verge of falling.

Level 2 troop [Humanoid]

Ice hammer +7 vs. AC—7 damage.

AC 21 PD 16 MD 12 HP 25

Dark Destiny: If Jalinda witnesses too much death or if she's driven into a corner, she promises her soul to dark gods in exchange for power to bring death. Immediately she is healed, she gains one more level and then she heedlessly casts herself against enemies.

Dark Jalinda:

Bloodied hammer +8 vs. AC—10 necrotic damage.

Bloody Challenge (this combat only): With each strike Jalinda crushes bones and sends blood flying, inspiring terror with Fear Threshold of 24.

AC 22 PD 17 MD 13 HP 45

Light Destiny: If Jalinda is inspired by heroic PCs, or counseled by a mentor character, she recovers from her despair and becomes a force for good.

Light Jalinda:

Holy ice hammer +8 vs. AC—10 holy damage.

Lay on hands: As a quick action Jalinda can heal anyone for 20 hitpoints twice per day.

AC 22 PD 17 MD 13 HP 45

- **Ghornach** (male dwarf; backgrounds: Skilled Weaponsmith +6, Weapon Enchanter +8) Ghornach has been living in Forstor Nagar while learning techniques to add frost effects to his weapon creations. He is also the one to cast multiple castings of Cursed Dwelling. He also lost his sight due to Hungering Legion tortures.

Ghornach

A blinded enchanter, burning with desire for vengeance.

Level 4 caster [Humanoid]

Blinded: All attacks are distributed among nearby creatures, as Ghornach is unable to identify friends or foes.

R: Stream of ice spikes +5 vs. AC (1d3 random nearby creatures)—14 damage.

Vengeance at any cost: If Ghornach falls to 0 hitpoints or below due to enemy's melee attack, he activates his last trump card – his very blood transforms into an explosion of Ice spikes skewering anyone nearby and killing Ghornach instantly.

[Special Trigger] Explosion of ice spikes +9 (all nearby creatures)—28 damage and 5 points of bleeding damage, save or first aid ends, DC 20.

Limited use: Once a life.

AC 12 PD 14 MD 18 HP 30

- **Quinten** (male human; backgrounds: Magic Appraise and Procuring, Incorporated +8) A 'procurer' of magical items, Quinten has been in town for a few weeks acting as a merchant who sells minor magic items. While in town, he hopes to (legitimately) fulfill a commission to acquire 10 pairs of boots of the winterlands.

Quinten

A small time swindler about to be crushed by juggernaut of history.

Level 2 troop [Humanoid]

Cowardly: Will not enter melee combat.

C: Throwing dagger +7 vs. AC—7 damage.

Skulking around battlefield: Quinten will try to use his skills to heal fallen PCs (10 hitpoints worth of potion drought) while helping himself to their gold (lose half of their gold). This is a Champion Normal task (DC 20, Quinten has only +8 to the check). On a failure, Quinten flees taking one attack of opportunity.

AC 18 PD 16 MD 12 HP 36

- **Pherom** (male human; backgrounds: Idealistic Noble +4, Arcane Dabbler +4) The youngest son of a minor noble house (House Hydra), Pherom has been trained in the arts of wizardry and the draken (a two bladed sword). Pherom feels duty bound to defend the city.

Pherom

A youngster, who likes to spill blood in a good cause.

Level 2 troop [Humanoid]

Double-bladed sword dance +10 vs. AC—7 damage.

On natural 16+ hit, once per round: Gain free Double-Bladed Sword Dance attack.

R: Blinding flash +7 vs. PD (1d3 opponents in a group)—Opponents are Dazed for one round.

AC 18 PD 16 MD 12 HP 25

Path of whirling blades: If Pherom manages to kill or wound four different opponents, he levels up on battlefield.

Experienced Pherom:

Double-bladed sword dance +11 vs. AC—10 damage.

On natural 16+ hit, once per round: Gain free Double-Bladed Sword Dance attack.



R: Blinding flash +8 vs. PD (1d3 opponents in a group)—Opponents are Dazed for one round.

AC 19 PD 17 MD 13 HP 35

- **6 additional human commoners** (The Soleys, family of 6: grandfather Elian, grandmother Annette and four children: Jorgen, Troels, Maybritt, Kunelik). Non-combatants due to age or lack of physical ability.

Non-combatants (6)

Level 1 mook [Humanoid]

Initiative 0

Non-combatant: Runs or cowers. Fights only if cornered (or if inspired by a heroic PC).

Flail blindly with improvised weapon +5—4 damage.

AC 11 PD 11 MD 15 HP 7

Rescued NPC Prisoners

Note: NPC background ratings already include background points, ability bonus and level.

Development: Note that one of them is likely to have perished at the hands of Hungering Legionnaire in part 4:

- **Gans Hammerssen** (male human; backgrounds: Forstor Nagar Reputable Citizen +4, Brewmaster +8) Gans is a brewmaster with one eye, known for his mead. He has lived in Forstor Nagar for twenty years and hid a cache of gems in one of the casks (worth 400 gold). Desperate to survive, he'll offer to reveal it if freed. Non-combatant.
- **Frey Tansan** (female human; backgrounds: Forstor Nagar Disreputable Citizen +8) Frey is an errand girl with light fingers. She transports messages back and forth for the defenders and has a knack for keeping trinkets for herself. She knows the location of many of the secret back ways and tunnels of the city but will only share the secret for a price. Non-combatant.
- **Harn Helmholt** (male old human; backgrounds: Veteran Warrior +6, Forstor Nagar Storyteller +6) Harn is an old warrior whose favorite war is the one he can reminisce about beside a roaring tavern hearth. He's surprised to find that being back in mail is very enjoyable. His years have kept him back from the front line and he delights in telling the youngsters how it should be done. He'll have little time for flashy adventurers but can be helpful if flattered and assured that his choices are the difference between life and death. If threatened he becomes immovably difficult.

Harn Helmholt

Level 3 troop [Humanoid]

Initiative +4

Canny longsword hit +8 vs. AC—10 damage.

Gear: decent banded mail

AC 22 PD 18 MD 15 HP 32

- **Tally (Thalanasia) Moonbow** (female elf; backgrounds: Mercenary Scout +8) Tally was a member of the Company of the Silver Antler, a mercenary company who were hired during the initial attack on Forstor Nagar. Now, everyone else in her company is dead and she's shifted her priorities a bit; she just wants to get out of Forstor Nagar and get back home.

Tally (Thalanasia) Moonbow

Level 3 troop [Humanoid]

Initiative +8

Graceful sabre slash +11 vs. AC—10 damage.

R: Crossbow +11 vs. AC—10 damage.

AC 19 PD 17 MD 13 HP 31

- **"Stubby Hand"** (male human; backgrounds: Shady Connections +4, Scavenger +6) "Stubby Hand," as he's known to the community, is a grifter and profiteer. When he's not trying to con someone out of money so he can buy more ale, he's usually scavenging the battlefield, looking for trinkets he can sell back in town. He knows a few seldom-used routes in and out of Forstor Nagar that the invaders haven't discovered yet. He's not liable to let them know about it, either. Even though he's trying to profit from the conflict, Forstor Nagar is his home. Non-combatant.
- **3 additional human commoners** (Nails, tough street beggar with barely working leg; Nadia, a cook, Sammy the drunk stevedore). Non-combatants due to various injuries or lack of physical ability.

Non-combatants (6)

Level 1 mook [Humanoid]

Initiative 0

Non-combatant: Runs or cowers. Fights only if cornered (or if inspired by a heroic PC).

Flail blindly with improvised weapon +5—4 damage.

AC 11 PD 11 MD 15 HP 7





Part 6: Flight into Ruin

Setup

This is a Champion difficulty tier area.

Environment

- *Light:* The area has bright illumination. Creatures cannot use Stealth without invisibility or cover.
- *Wind:* Strong winds (11-20mph) affect this area providing a -2 penalty to ranged missile attacks.
- *Temperature:* The general temperature here is very cold. Those not wearing winter clothing or without cold resistance of some kind are subject to Freezing Cold Wind attack once per ten minutes.

Freezing Cold Wind

Level 4 mook [Environment]

Initiative -1

Freezing cold wind: All characters without proper clothes or other means of cold protection are subject to Freezing Cold Wind attack once per ten minutes.

[Special Trigger] Freezing cold wind +6 vs. PD (all eligible targets)—7 cold damage.

This encounter occurs as the group departs the Diplomatic Compound from the Canal Gate. Either Lord Elssur and his remaining troops create a distraction at the other gate, or the Legionnaires begin a massive attack as the characters depart, drawing the troops from this gate. The wall has no catwalk at this point, but there are two ladders lying against the wall, one at each specially marked portion of the barrier. The adventurers approach this gate to find it unattended.

The storm no longer howls overhead and the clouds have cleared to show a crisp, turquoise sky. There is still a cold bite to the air and the sounds of siege engines once again begin their heavy staccato—though closer now. The barred and locked gate sits eerily unmaned.

Then, shouts echo from beyond the barrier. What sounds like a heavy wagon groans in protest, its axle squealing.

Looking through the porthole shows the Legion's fire-wagon rolling into position on the far side of the bridge.

Compound Fortifications

The wooden canal gate employs a good lock (overcoming the lock is DC 25, Champion Hard task) that keeps a heavy bar of bound and alchemically-treated oak in place.

The wall around the Diplomatic Compound is 5-foot-thick reinforced ice mixed with sawdust.

The wall has two vulnerable points, as indicated on the map. Lazy sentries created small blinds where they could sit, peeking over the wall, and compromised the structure in the process. These places have no damage resistance and so can be smashed open. Doing so creates a 5-foot-high by 5-foot-deep by 2-foot-wide space that can be used to enter or exit the compound. A successful DC 20 (specialist) or DC 25 (notice) check identifies these weak points.

Wooden Canal Gate

Level 5 obstacle [Structure]

Initiative -1

Immune to light weapons.

Resists 16+: all damage except fire damage.

AC 21 PD 19 HP 72

Heavy bar of bound and alchemically-treated oak

AC 21 PD 19 HP 45

5 ft. Section of The Wall around the Diplomatic Compound

Level 5 obstacle [Structure]

Initiative -1

Immune to light weapons.

Resists 16+: all damage except fire damage.

AC 21 PD 19 HP 144

5 ft. Section of The Wall around the Diplomatic Compound (Weak Point)

Level 5 mook [Structure]

Initiative -1

Immune to light weapons.

Resists 16+: all damage except fire damage.

AC 20 PD 18 HP 18



Bridge & Canal

The bridge is 3-foot-thick reinforced ice mixed with sawdust (see The Bridge below), and the canal flowing beneath it runs thick with a slush of effluent and meltwater. Disabling the wagon on the bridge without extinguishing the reservoir—plunging it into the canal will suffice—ignites the wagon and burns through the bridge, causing it to collapse after 5 minutes. Without a bridge, the Compound is effectively secure from attacks in this direction for the next two days, until a makeshift siege bridge arrives and sappers build it.

An area-of-effect spell that causes more than 10 hp of fire damage makes the bridge slippery for 2 rounds requiring DC 20 skill check to move. Those who fall in a square along the edge of the bridge must also make another DC 20 skill check or plunge into the canal.

The canal water is freezing and PCs who fall in are subject to Cold, Cold Water attacks. Those who fall also risk contracting Slimy Doom illness. For details see Cold, Cold Water below.

The Bridge

Level 5 obstacle [Structure]

Initiative -1

Immune to light weapons.

Resists 16+: all damage except fire damage.

AC 21 PD 19 HP 144

Cold, Cold Water

Level 4 mook [Environment]

Initiative -1

Cold water: All immersed characters without Aquatic template or other means of protection against cold water, are subject to Cold Water and Slimy Doom attacks. Also, while immersed, such characters are subject to -2 penalty to attacks, skill checks and defenses.

[Special Trigger] Cold water +6 vs. PD (all immersed targets)—7 cold damage.

Natural 16+: The target creature is Weakened (-4 to attack and defenses) until they are warmed up.

[Special Trigger] Slimy doom +6 vs. PD (all immersed targets)—Acquire Ill Creature (Slimy Doom) template.

Limited: The attack occurs only once per immersion in this particular part of the canal.

Wagon

There is nothing unusual about the wagon's construction, but the Legionnaires loaded it with a contraption consisting of a reservoir of tar, cinders, and phosphorus, all attached to a large pipe and a bellows. The pipe feeds out from behind a makeshift barricade fashioned from tower shields. They intend to push it up within 20 feet of the gate, and then blast the doors with the mixture. This sets the doors on fire and burns them down while melting the surrounding wall. The gate is irreparable after this attack, and the Legion overruns the compound once the fires die down. The contraption fires three times before its fuel is exhausted.

Eight Regular Infantry soldiers push the wagon 5 feet per round (3 push, 5 act as reserve). Two more Regular Infantry operate the pitchcaster and three Legionnaires and a hunger devil escort it.

Wagon

Large level 6 mook [Vehicle]

Initiative -1

Immune to light weapons.

Resists 11+: all damage except fire damage.

Easily set on fire: Setting the wagon on fire is a DC 15 task (it's been covered with many oil stains from contraption building) or whenever the wagon takes 10 or more fire damage.

Burning: If set on fire, the wagon takes 10 ongoing fire damage each round (cumulative, save ends, immersion in water ends, extinguishing fire is DC 20, a Champion normal task). At Staggered, minor explosion rocks the wagon inflicting 10 ongoing fire damage on all engaged targets.

Pitchcaster: The device creates a 30-foot-cone from the front-center of the wagon which deals fire damage to everyone in the path.

C: Pitchcaster +14 vs. PD (all nearby targets in front of the pitchcaster)—12 fire damage plus 10 ongoing fire damage (cumulative, save ends, immersion in water ends, extinguishing fire is DC 20, a Champion normal task).

Miss: Half damage plus 5 ongoing fire damage.

Limited: 3 uses before the fuel is exhausted.

AC 22 PD 20 HP 90



Hungering Legionnaire (3)

Massive brute in heavy armor. Pasty white face surrounded by dreadlocks stiffened with blood and oil, with teeth filed into reminder of shark smile.

Name: Vromia, Symfora, Peina.

Hungering 5th level troop [Humanoid]

Initiative: +8

Brutal flail +10 vs. AC—18 damage.

On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +10 vs. AC—10 bleeding damage, save ends, first aid ends (DC 20).

C: Bolas +10 vs. PD—The target is Stuck until they remove Bolas (DC 20, move action).

R: Javelin +10 vs. AC—18 damage.

Hungering digestion.

Hungering madness (champion).

Gear: well-kept banded mail, high quality flail, oval metal shield, bolas (2), javelins (4), winter clothes.

AC 21 PD 19 MD 15 HP 72

Hunger Devils

Crouched posture, copper red lithe body with thin limbs and an egg-shaped head surrounded by flame-like hair. Finally, milky eyes that glow red in dark, and teeth, multiple rows of shiny predator teeth.

Names: Trogon, Kopton, Machairi, Sarka.

4th level caster [Devil]

Initiative: +9

Telepathic: May speak mind-to-mind with anyone familiar within Far distance (100 ft.).

Shadowstep: May disappear into realm of shadow for a duration of a move action, appearing anywhere else within a distance of the move.

Twin devilish flensing longknives +8 vs. AC (2 attacks)—5 damage.

On natural 16+: Follow through with free Hungering bite attack.

On natural odd hit: Follow through with free Consumptive wounds attack.

[Special Trigger] Hungering bite +8 vs. AC—5 bleeding damage, save ends, first aid ends (DC 15).

[Special Trigger] Consumptive wounds +8 vs. PD—The target uses one additional recovery when healing up (non-cumulative – once cursed, one cannot acquire another Consumptive wounds curse). This is a curse that requires cleansing with a water blessed a priest.

R: Hungering gaze +9 vs. MD—The gaze of a hunger devil drives creatures mad with the desire to consume anything edible. Victims suffering from the Hungering gaze still defend themselves but spend 1d2 rounds doing nothing but eating the supplies on hand, including corpses. If there are no corpses or rations at hand, the victims bites themselves for 5 points of damage each round. Once the effect is gone, individuals unaccustomed to eating corpses or who bite themselves as a result of this attack must make DC 20 skill check (Adventurer Hard) to avoid spending one more round retching. One cannot be affected by this effect more than once per hour.

Gear: crude sash made of human scalps for sheathing longknives, Twin devilish flensing longknives, otherwise naked (but sexless).

AC 19 PD 14 MD 18 HP 52

Regular Infantry of the Legion (10)

Pathetically fearful expressions, mixed with intense longing for warmth and a slab of freshly torn flesh.

Names: Trashy, Eater, Slicer, Fart, Mute, Josie.

Hungering 4th level mook [Humanoid]

Initiative: +6

Passable battleaxe cut +9 vs. AC—7 damage.

On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +9 vs. AC—5 bleeding damage, save ends, first aid ends (DC 15).

R: Javelin throw +9 vs. AC—7 damage.

Hungering digestion.

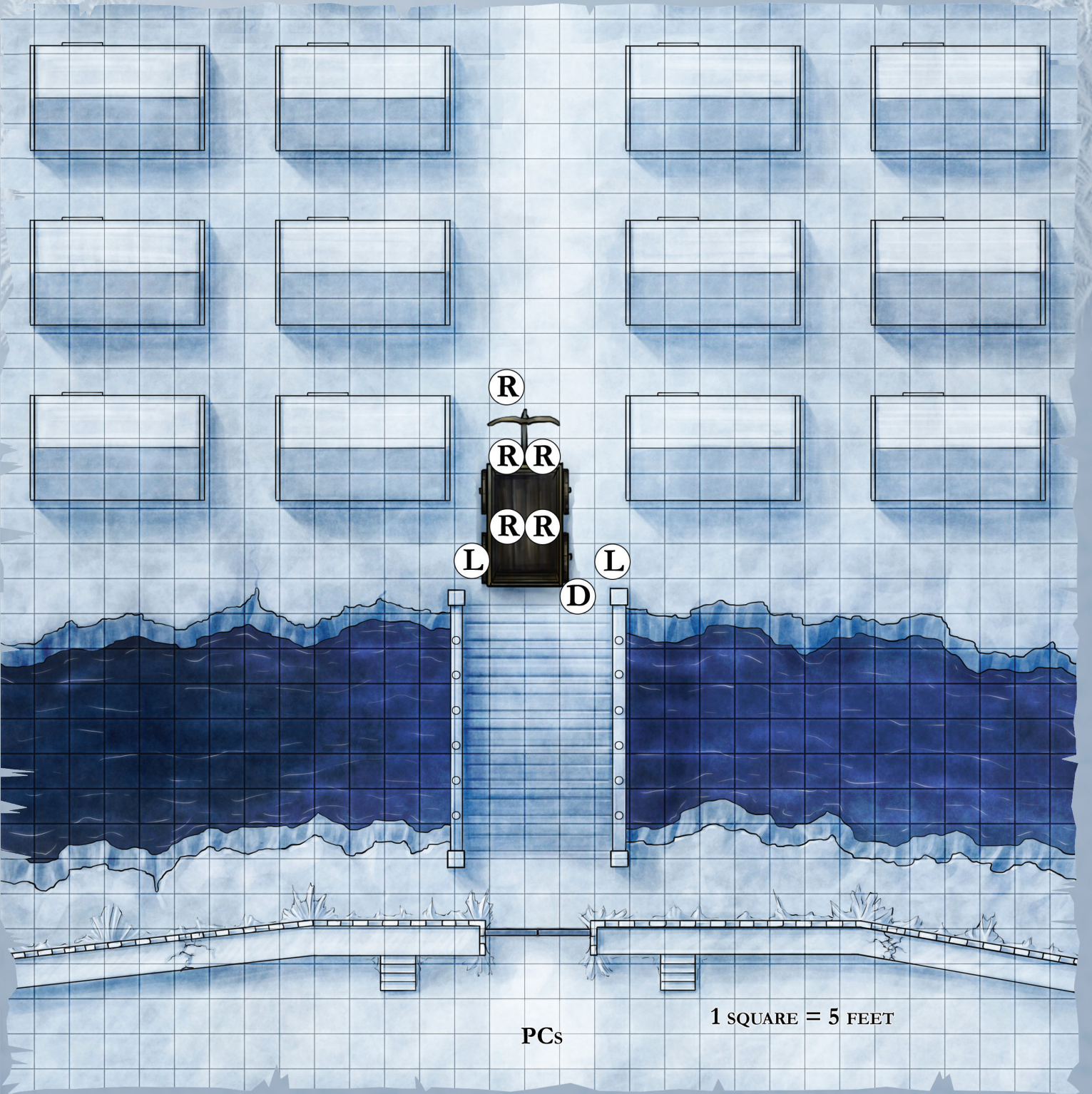
Hungering madness (adventurer).

Gear: warm hide armor, heavy steel shield in need of repairs, decent battleaxe, javelins made of bone (4).

AC 20 PD 18 MD 14 HP 14

Escaping the Compound

The Legion is not intensely concerned about capturing the characters. They want the compound and the larger number of captives inside. They fight anyone who attacks their wagon and the pitchcaster. They are willing to attempt capturing the party, but don't pursue a group of five or six that simply bolts into the city. The greater prize of the noncombatants has the Legion literally salivating.



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1 SQUARE = 5 FEET



This all changes, however, if the player characters are trying to smuggle out the inhabitants of the Embassy.

- *With a Crowd:* If the party escorts the former Embassy refugees, the Hungering Legion attacks with a fury. They make the effort to kill and wound noncombatants. The devil seeks out weak targets to demoralize civilians. In this case, the Legion fights to the death.

Civilians cower in a group behind the gate until ordered to move. Once directed, the civilians hustle as quickly as possible to the far side of the bridge, gathering behind one of the structures.

Notes on Part 6

To make the movement of the NPCs easier on the gamemaster, consider assigning NPCs to the players and having them move when the player character moves. Offer a single reminder to keep the refugee moving, but if the NPC is forgotten by the player, then they snuck off alone, or were hit by an odd falling piece of debris, maybe they're going to report the group to the Legion? By making the player responsible for the NPC, you can create a better feeling of the chaos that exists in the environment.

Additionally, at this stage most of the refugees are in low spirits. They are unlikely to take part in any combat. Therefore, until the PCs achieve at least one victory against the legion, refugees' assistance should be rare.

When You Dawdle

If the battle takes longer than 10 rounds, 5 more Regular Infantry engage the group, coming from inside the compound. Every two rounds after that, another 5 Regular Infantry join the battle, also coming from inside the compound (each group beyond the first sports a Legionnaire or a Devil). These reinforcements continue arriving until the party escapes. They attack civilians first.

Development

- *If the Party Forced Mathinder's Departure:* Once free of the compound and into the city, Mathinder realizes he has little choice but to accept the characters' escort. He obeys any orders and continues attempting to convince the characters to aid the refugees of the city but does not hinder them. He provides no assistance, and carries on in silence.

- *If the Party Escorts the Refugees:* Mathinder directs the party on the best route to the Temple of the Oracle, guiding them through a less damaged portion of the city. He works with the refugees to keep them quiet and moving quickly, acting as a spokesperson for the group.

Part 7: Safe Passage

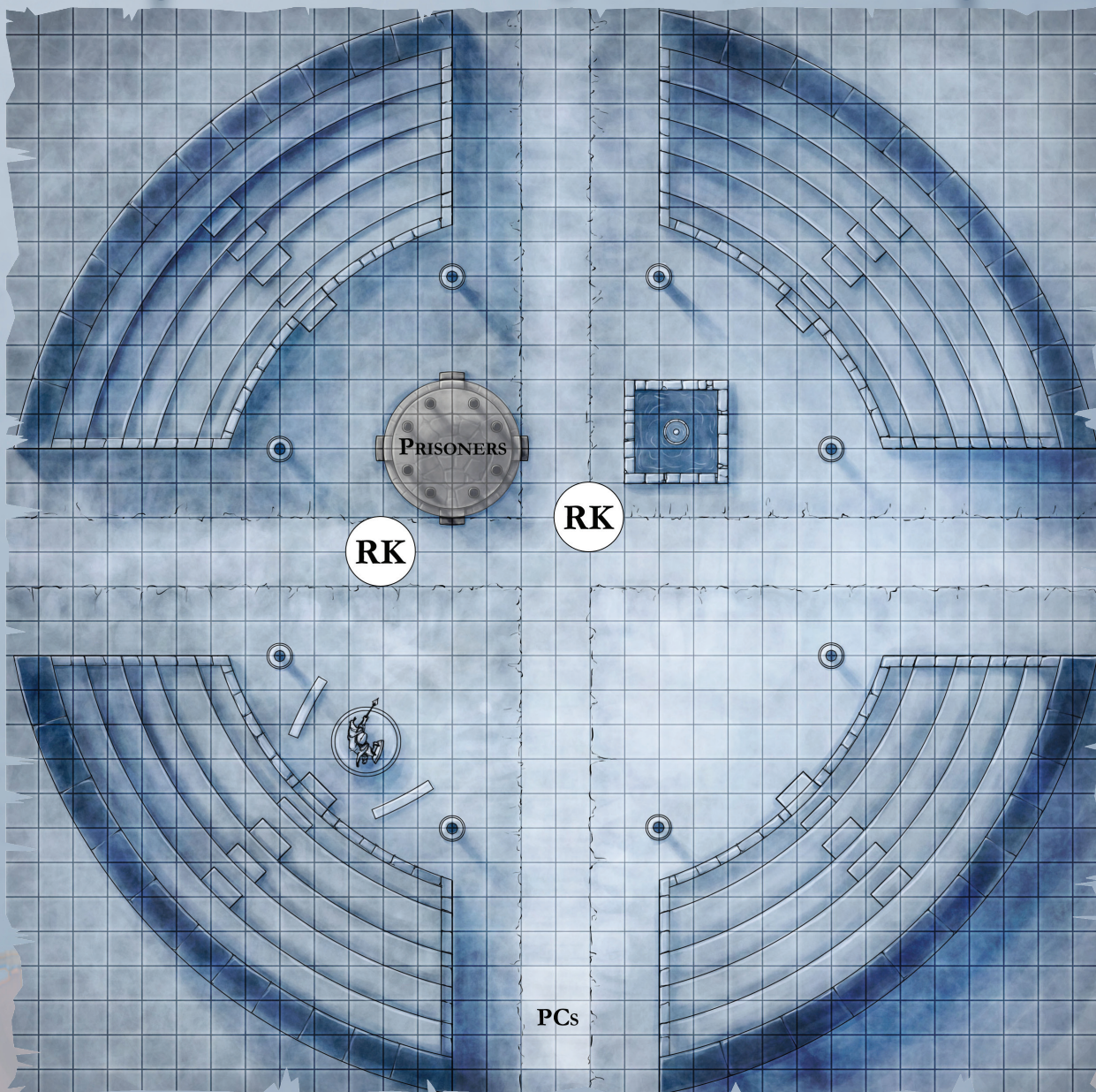
Setup

Having left the Diplomatic Compound and spending the last hour picking their way through the ravaged streets of Forstor Nagar by moving from ruin to ruin, the group arrives at the entrance to a memorial plaza. Their route goes through the plaza, and circumventing the encounter demands another hour of travel towards the encroaching Legion as the party evades large groups of enemy soldiers, waits out artillery fire, and hides from airborne patrols.

The road slopes gently down here, entering a circular, bowl-like memorial plaza and dividing it into quadrants. A stone pavilion occupies the far left quadrant, surrounded with baggage and filled with a huddled group of people. The far right quadrant has a reflecting pool with a flowing fountain. Amazingly, the water in the fountain is liquid and bubbles happily, an odd juxtaposition to the approaching thunder of catapult-fire. A statue and benches occupy the near left quadrant, leaving an open space in the near right.

Two knights, mounted on armored wooly rhinos occupy the plaza. Their lances are readied and they seem to be standing guard here.

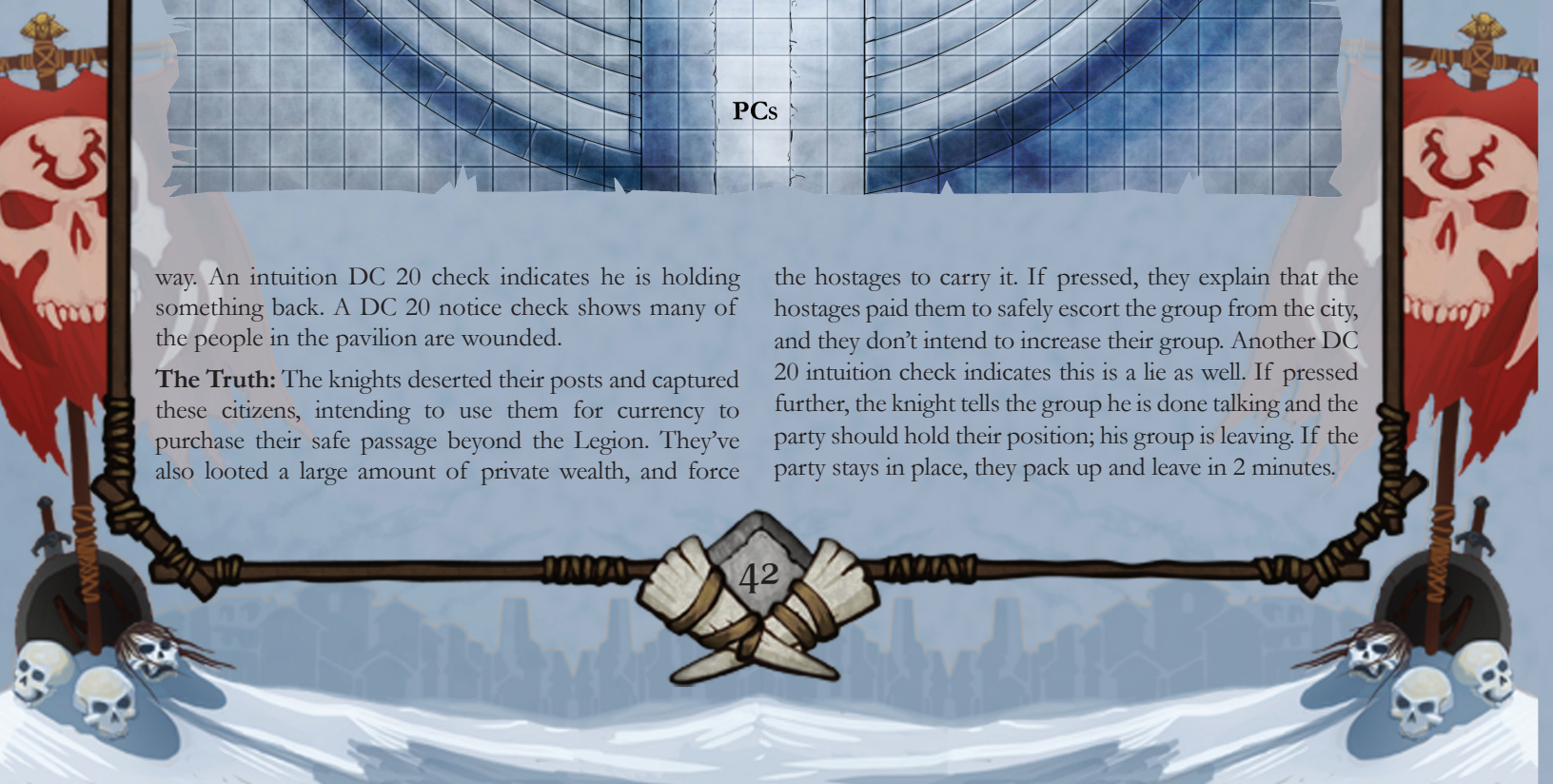
The knights do not hail the characters nor do they initiate combat. They simply nod silently and permit the party to move through the plaza. If signaled peaceably, they talk for a moment and the knight by the fountain rides forward. He indicates that he and his partner are pausing here with refugees, and that they intend to depart shortly. They want no trouble and intend to go their own



way. An intuition DC 20 check indicates he is holding something back. A DC 20 notice check shows many of the people in the pavilion are wounded.

The Truth: The knights deserted their posts and captured these citizens, intending to use them for currency to purchase their safe passage beyond the Legion. They've also looted a large amount of private wealth, and force

the hostages to carry it. If pressed, they explain that the hostages paid them to safely escort the group from the city, and they don't intend to increase their group. Another DC 20 intuition check indicates this is a lie as well. If pressed further, the knight tells the group he is done talking and the party should hold their position; his group is leaving. If the party stays in place, they pack up and leave in 2 minutes.





Cries for Help

If the group moves past the pavilion without talking to the knights, or if the knights try to depart with their prisoners, one of the hostages (Ignacia) begins to shout from inside the pavilion. She pleads for help, declaring she is a prisoner, she is innocent, she knows what the Legion wants in Forstor Nagar. The knights order her to “shut up,” threatening her with their lances. One gives an off-hand comment that “the woman is mad; the Legion did horrible things to her family before we saved her.” A DC 20 intuition check indicates he is holding something back. Mathinder comments softly that, “preventing the Legion from reaching its goal would be an apt choice. It would reflect well upon your souls.”

The knights refuse to let any of the hostages go with the characters. If the party attempts to force a separation, the knights attack.

This is a Champion difficulty tier area.

Environment

- *Light:* The area has bright illumination. Creatures cannot use Stealth without invisibility or cover.
- *Wind:* Strong winds (11-20mph) affect this area providing a -2 penalty to ranged missile attacks.
- *Temperature:* The general temperature here is very cold. Those not wearing winter clothing or without cold resistance of some kind are subject to Freezing Cold Wind attack once per half an hour.

Cold, Cold Water

Level 4 mook [Environment]

Initiative -1

Cold water: All immersed characters without Aquatic template or other means of protection against cold water, are subject to Cold Water attack. Also, while immersed, such characters are subject to -2 penalty to attacks, skill checks and defenses.

[Special Trigger] Cold water +6 vs. PD (all immersed targets)—7 cold damage.

Natural 16+: The target creature is Weakened (-4 to attack and defenses) until they are warmed up.

Freezing Cold Wind

Level 4 mook [Environment]

Initiative -1

Freezing cold wind: All characters without proper clothes or other means of cold protection are subject to Freezing Cold Wind attack once per ten minutes.

[Special Trigger] Freezing cold wind +6 vs. PD (all eligible targets)—7 cold damage.

The Reflecting Pool

The water in this pool is liquid, but deathly cold. Those falling into the water are subject to Cold, Cold Water attack. Drenched characters suffer a -5 PD penalty against cold-based attacks until they dry out. Clothing freezes after 10 minutes, making the individual effectively Stuck (though you can move at quarter speed) and Weakened. Bars of metal in the center of the fountain's column, enchanted with a permanent metal-heating spell, keep the water melted.

Hostages

There are 10 hostages in the pavilion. Initially, they are to be treated as non-combatants. If healed and equipped, use the second stat-block, Healed and Equipped:

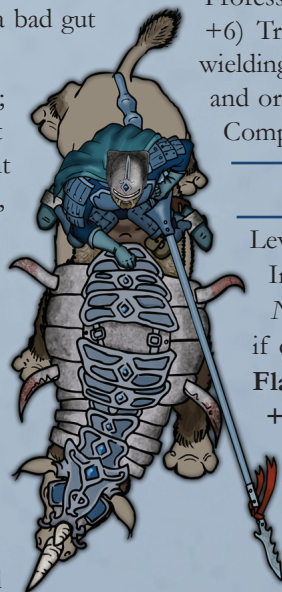
- **Andah Bernsteen** (male human; backgrounds: Mountain Hunter +4, Nature Priest +3) Andah always excelled at hunting game and only recently found his true calling as a servant of a nature god. Unfortunately for him, the invasion may cut his divine service short. The Legion wounded him badly and took his holy symbol. The knights barely stabilized him when they found him. HP (currently 3)
- **Borongle Dungledorf** (male gnome; backgrounds: Mead Brewmaster +4) Borongle is one of the mead-brewers of the city and locally renown for his use of blackthorns and other exotic ingredients with his brews. He supposedly possesses a recipe which truly wards against the cold, one requiring remorhaz scales as an ingredient. One of the rhinos trampled him during his capture. HP (currently 5)



- **Clea Freysdottir** (female human; backgrounds: Arcane Apprentice +4) An apprentice to an abusive wizard, Clea grabbed a pile of her master's unfinished magic items and fled when the defenders drafted him. As a result, she is afraid of both the defenders and the Legion. HP (currently 7)
- **Dwarim Cein-dai** (male elf; backgrounds: Fur Merchant +8) The hideously scarred, xenophobic elf only wanted to stock up his supplies and sell his pelts. Now, he is stuck in Forstor Nagar between insane invaders and people he hates. He suffered a bad gut wound from the knights. HP (currently 6)
- **Eduardo Gaincammo** (male human; Noble +4, Big Game Hunter +3, Braggart +6) The foppish son of a southern Merchant prince fancies himself a big game hunter, when actually his retinue kills off the beasts. When the Legion approached, his retinue decided that he doesn't pay them enough to save his whining hide. He is distraught about their desertion and hates the cold. HP (currently 9)
- **Gia Ghornachdottir** (female dwarf; backgrounds: Arcane Smithing Adept +4) Daughter of Ghornach (see Compound NPCs), missing since the beginning of the siege. She returned to Forstor Nagar to find her father. She's currently semi-conscious due to minor head wound received from one of the knights when she violently protested. HP (currently 10)
- **Ignacia** (female human; backgrounds: Temple Scribe +6; Arcane Dabbler +4) Ignacia is a clerk and scribe to one of the Temple Elders. She loves fire spells and considers herself a very modest magical practitioner. She hates being cold and was saving her monthly stipend to depart Forstor Nagar eventually. Sadly, she knows Legionnaires looted her savings. She's could be the person to save Jalinda from her taking the fall, as they both knew each other from temple service. HP (currently 12)
- **Lydia Elara** (female half-elf; backgrounds: Bard +8, Exotic Entertainer +8) Working as an exotic dancer and courtesan, Lydia once sold peculiar bits of information she gleaned in her line of work.

A Legionnaire took one of her ears. She loves diamonds and wants to find her best friend, Alandra. HP (currently 12)

- **Bernadetto** (male human; backgrounds: Courtier +4, Bookwormish Idealist +6) The youngest son of a minor noble house, Bernadetto is both political activist and swordplay adept. He fears for his life but fancies Lydia. HP (currently 12)
- **Triscan Lovijar** (male human; backgrounds: Professional Bodyguard +8, Military Expert +6) Triscan is a (currently unarmed) dual-mace wielding bodyguard, and a stern advocate of law and order. He has sworn to protect Pherom (see Compound NPCs). HP (currently 13)



Non-combatants (10)

Level 1 mook [Humanoid]

Initiative 0

Non-combatant: Runs or cowers. Fights only if cornered (or if inspired by a heroic PC).

Flail blindly with improvised weapon
+5—4 damage.

AC 11 PD 11 MD 15 HP 7

Healed and Equipped (-)

Level 1 troop [Humanoid]

Initiative +4

Attack to the best of their ability +6—5 damage.

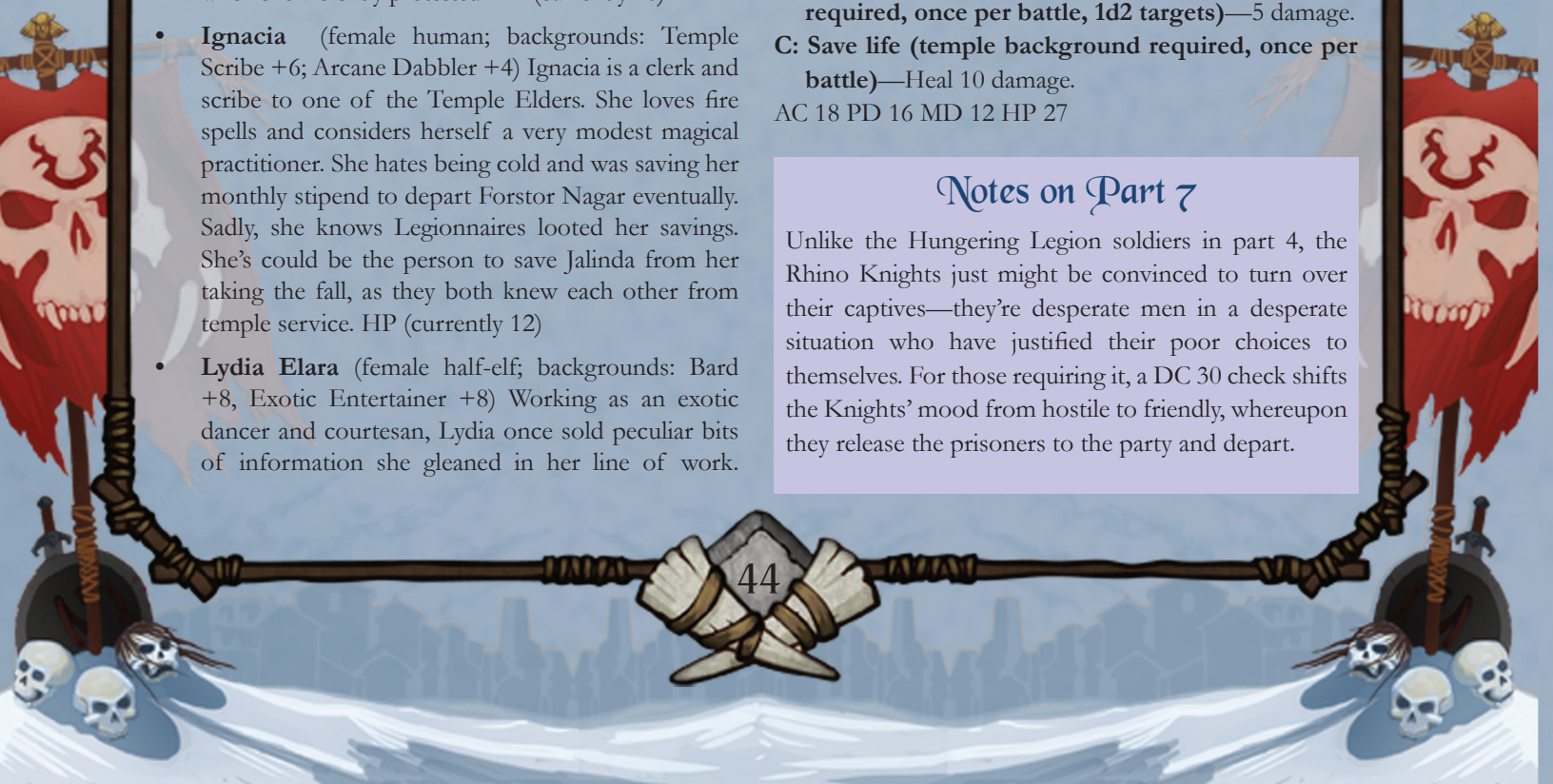
R: Cast a deadly spell +6 (arcane background required, once per battle, 1d2 targets)—5 damage.

C: Save life (temple background required, once per battle)—Heal 10 damage.

AC 18 PD 16 MD 12 HP 27

Notes on Part 7

Unlike the Hungering Legion soldiers in part 4, the Rhino Knights just might be convinced to turn over their captives—they're desperate men in a desperate situation who have justified their poor choices to themselves. For those requiring it, a DC 30 check shifts the Knights' mood from hostile to friendly, whereupon they release the prisoners to the party and depart.





Rhino Knights

The rhino knights attempt to charge enemies and trample them. They attempt to force opponents into the fountain when possible. The knights fight until one is dead or both are at 15hp or less, and then urge their mounts away at a run.

Note: Use War Rhino (Mounted) statblock unless a rider is forced off of the mount.

War Rhino (Mounted) (2+2)

A mountain of muscle covered by leathery plates peacefully grazes on a bit of fodder... ready to transform into unstoppable force of nature at a moment's notice.

Large 3rd level wrecker [Beast]

Initiative +3

Mounted: If Mounted by a Rhino Knight, War Rhino attack is as follows: move, Lance Strike followed by Gore, disengage check and then move again. Then the Rhino Knight takes a round to slow down, turn, and start building running momentum again. All subsequent attacks are: move, Gore followed by Longsword Swipe, disengage check and then move. All disengage checks by Mounted War Rhino are at +8.

Solo: If fighting solo, Rhino uses move and then Gore.

C: Lance strike (only if ridden by a Rhino Knight) +10 vs. AC—36 damage and free Gore attack.

Limited: The lance is dropped after a first hit. All attacks afterward use Longsword Swipe.

Gore +8 vs. AC (only if executed after a move: 1d3 targets in its path, otherwise it's single target attack)—21 damage and free Longsword Swipe (if Mounted by a Rhino Knight and as long as there was no Lance Strike yet) and free Trample attack.

Trample +8 vs. PD—10 damage, and the target is Hampered for 1 round. Additionally, the target is thrown away from Rhino path 5 feet (automatic disengage) or dragged 15 feet along Rhino's path (automatic disengage) - GM's choice.

Longsword swipe (only if ridden by a Rhino Knight) +10 vs. AC—18 damage.

Gear: bags with fodder (one week).

AC 19 PD 17 MD 13 HP 90

Rhino Knight (2)

Under a heavy black morion, a pale and tired, somewhat dirty face looms. The eyes give you a lifeless thousand yard stare. Elaborate and heavy banded mail is complimented by slow, studied moves of a seasoned fighter.

5th level troop [Humanoid]

Initiative +8

Longsword swipe +10 vs. AC—18 damage.

C: Javelin throw +8 vs. AC—15 damage.

Gear: banded mail, lance, longsword, tower shield, javelins (4), winter clothes.


AC 22 PD 19 MD 15 HP 72

Treasure: The knights have collected together a pile of baggage and other loot taken from the city. All told, they have 10 art objects totaling roughly 2,500 gp, a backpack containing 12 gold bars worth 100 gp each, a small silver coffer with 500 platinum pieces. A black silk bag holds 5 emeralds worth 300 gp each and a copper and amber necklace with a fire motif worth 400 gp.

Development: Any hostages rescued by the party happily join the group. Ignacia tells the party what she overheard before being "saved" by the knights:

"The Legionnaires, they had us bound. They thought I was unconscious. I heard one mention that they 'didn't have time for a snack,' they had to go secure the Oracle's temple. The others didn't understand why, and then the Legionnaire, his face was all tattoos and scars, he'd filed his teeth into points, he said how the most worthy in the Legion would partake of the Oracle's heart in the ritual, that then they would gain the Oracle's gift of divination and foresight. He said he'd be damned if some miserable Hopeful was going to ruin that over 'a piece of meat.' Then the knights arrived, and the Legionnaires scattered and retreated."

If he hasn't before, Mathinder tells the party about his key to the teleportation ring inside the temple. He states that the characters cannot, in good conscience, allow the Legion to acquire this power, it would make their siegecraft nearly unstoppable. He begs them to stop this from occurring if they seem ambivalent, stating that if they can kill the Oracle, they negate the Legion's ritual and a small, perhaps even greater, good comes from the death of Forstor Nagar. He knows the way to the temple and is willing to lead them. He does not know that the Oracle is a dragon.



If the party still refuses, he makes every possible attempt to break away from the group and go to the Temple, hoping to draw the party there. If he succeeds, he is held captive by the Legion in part 8. The refugees also know the way to the temple and can direct the party if Mathinder escapes.

Part 8: The Oracle of Forstor Nagar

Setup

The adventurers arrive at the main temple of Forstor Nagar as the primary defenses of the heart of the city break. Their trip through the streets has been arduous, though they've managed to evade many patrols of defenders hustling to reinforce weak points. This encounter brings them to the entrance to the Oracle's Sanctuary, a temple where supplicants perform rites of purification before descending into the glacier to make their requests. The doors are slightly ajar.

A strong topaz light fills this building, streaming down between the pillars which seamlessly stretch from floor to ceiling. Two short halls branch off from either side of an open space capped with a rotunda; the hall on the left hosts two rows of statues. Frescos emboss the icy surfaces of the walls and columns, scenes of robed men approaching a glacier, carving the caverns, praising the sky. Translucent blue armies march into battle, kings supplicate with arms upraised, solitary champions smite all manner of creatures. Ahead, beneath the rotunda, several robed figures lie unmoving. An armored man moves among them, kneeling next to one. He looks towards the door.

Notice check: PCs who succeed at a DC 20 notice check realize that the men on the ground are all dead. If anyone scores a DC 30 or higher, they see the armed men crouching behind the statues.

If the Party is Invisible

The warrior sniffs and rises, drawing his sword. The figure beneath him reaches a feeble arm upward. The man gives a quick downward thrust of his blade and there is the flat, slapping noise of flesh falling against the icy floor. He wipes his weapon and walks to the left, saying something soft.

If the Party is Visible

“Quick, come help! The priest is dying!”

Intuition check: PCs who succeed at a DC 25 intuition check realize that the man is lying and means no good.

If the party approaches peacefully, the warrior does nothing violent, waiting for them to approach. When they do, he begins telling them how “they were attacked, and the magic killed the attackers but not before...” In midsentence, he and the men hiding behind the statues attack.

If the party simply attacks, the Legionnaires respond appropriately.

This is a Champion difficulty tier area.

Environment

- *Light:* Mirror-backed aurora-like light spells provide this area with normal illumination, day or night. Creatures cannot use Stealth without invisibility or cover.
- *Temperature:* This room is cold. Those not wearing winter clothing or without endure elements or cold resistance are subject to Freezing cold air attack once per hour. Any characters becoming soaked are attacked immediately, followed by an attack once every 15 minutes until dry.

Ice Wall

Priests directed the Dragon to create a 1-ft thick ice wall (reinforced by mixing sawdust in with the ice) in order to seal off the lower catacombs. It did so, but has since escaped from its oracular chamber deep below and bursts through



Freezing Cold Air

Level 4 mook [Environment]
Initiative -1

Freezing cold air: All characters without proper clothes or other means of cold protection are subject to Freezing cold air attack once per hour.

[Special Trigger] Freezing cold air +6 vs. PD (all eligible targets)—7 cold damage.

the wall at the end of the second round of combat. The party may wish to attack the wall sooner; the Purification Temple Seal is at HP 36 (no damage resistance).

When the dragon explodes the wall outward, anyone Near (within fifteen feet of) the wall suffers an attack from the falling ice:

Purification Temple Seal (Ice Wall)

Large level 2 blocker [Structure]
Initiative (use dragon's initiative)

C: Blocks of jagged ice +7 vs. AC (1d3 nearby creatures)—14 damage.

Limited: Occurs at the end of 2nd round when the dragon bursts through the wall.

AC 18 PD 12 HP 72 (currently 36)

Statues

The large stone statues of kings, heroes, and famous priests stand upon ice-block pedestals. Characters shattering a portion of the ice can topple these figures. By inflicting approximately 13 points of damage to a pedestal, the statue falls—their metal embellishments make these statues more dangerous when they crash to the ground. A falling statue which impacts another statue's base causes the struck statue to tumble in a random direction, possibly causing a chain reaction.

Statues (6)

Large level 2 mook [Structure]
Initiative -1

Easily toppled or exploded: It is a DC 20 strength check (Champion normal) to topple a statue. Toppled statues explode in hundreds of deadly blocks of jagged ice. Likewise inflicting 9 hitpoints to pedestal topples the statue or inflicting 19 hitpoints to the statue also causes it to explode.

C: Blocks of jagged ice +7 vs. AC (1d3 random nearby creatures)—14 damage.

Limited: Occurs only once.

AC 18 PD 12 HP 18

Pool

The pool is magically heated and surrounded by a curtain. Any character without proper protections knocked into the water must immediately suffer the effects of the temperature upon leaving the bath (see Freezing cold air sidebar entry).


Developments

Note: The tick-tack of Escalation Die stops of the dragon is calmed. This means that the Developments II is delayed until the PCs are ready to proceed.

- **The beginning:** The Legionnaires first attempt to call the party over, asking for assistance with the dead priests. Once close, they engage the party in melee, with the devil teleporting close to any arcane spellcaster and attacking.
- **Once the Escalation Die reaches 2, or after the devil is slain—whichever happens first:** The dragon bursts through the ice wall opposite the main entrance. Read the following:

The floor and walls rumble, and a small plume of icy dust fall from the ceiling; you and your foes pause a half breath. Does an earthquake rocks Forstor Nagar? The answer comes a heartbeat later as the wall of ice shatters outward in a spray of glass-sharp, torso-sized pieces of rubble. There is a tremendous roar as a huge white dragon slithers like an eel through the breach!

It fights until everyone is dead or gone and then flies away. It begins combat with a blast of its breath weapon and then bull rushes the most appropriate target into the purification pool. Afterward, it engages in melee, using one of its attacks to topple a statue, if possible. If the characters refuse to attack it, killing only the Legionnaires, and then find a way to calm it down, the Oracle could be



convinced to leave (DC 30 check). Presence of Mathinder or Aetta decreases the DC by 5 each (-10 DC if both are present) – the Oracle recognizes them as familiar and well-meaning citizens of Foster Nagar.

- **Once the Escalation Die reaches 4:** The refugees, those who can fight, run into the temple, joining PCs.
- **Once the Escalation Die reaches 5:** The refugees, noncombatants, run into the temple, scared by the noise outside. This means that Mathinder and Aetta appear on the scene (unless explicitly called by PCs earlier), potentially improving chances of calming the Oracle.
- **Once the Escalation Die reaches 6:** Proceed with narrative to Developments (II).

Creatures

- Hungering Devil (near the pool)
- Footman of the Hungering Legion (the bait)
- Regular Infantry of the Legion (10, in ambush)
- The Oracle (slithering from within temple depths)

Hunger Devil

This Hunger Devil wears elegant clothes, even though a bit torn and bloodied.

Names: Laimargos.

4th level caster [Devil]

Initiative: +9

Telepathic: May speak mind-to-mind with anyone familiar within Far distance (100 ft.).

Shadowstep: May disappear into realm of shadow for a duration of a move action, appearing anywhere else within a distance of the move.

Twin devilish flensing longknives +8 vs. AC (2 attacks)—5 damage.

On natural 16+: Follow through with free Hungering bite attack.

On natural odd bit: Follow through with free Consumptive wounds attack.

[Special Trigger] Hungering bite +8 vs. AC—5 bleeding damage, save ends, first aid ends (DC 15).

[Special Trigger] Consumptive wounds +8 vs. PD—The target uses one additional recovery when healing up (non-cumulative – once cursed, one cannot acquire

another Consumptive wounds curse). This is a curse that requires cleansing with a water blessed a priest.

R: Hungering gaze +9 vs. MD—The gaze of a hunger devil drives creatures mad with the desire to consume anything edible. Victims suffering from the Hungering gaze still defend themselves but spend 1d2 rounds doing nothing but eating the supplies on hand, including corpses. If there are no corpses or rations at hand, the victims bites themselves for 5 points of damage each round. Once the effect is gone, individuals unaccustomed to eating corpses or who bite themselves as a result of this attack must make DC 20 skill check (Adventurer Hard) to avoid spending one more round retching. One cannot be affected by this effect more than once per hour.

Gear: crude sash made of human scalps for sheathing longknives, Twin devilish flensing longknives, otherwise naked (but sexless).

AC 19 PD 14 MD 18 HP 52

Footman of the Hungering Legion

This footman is wearing a face-concealing helm (a barbute) that hides its prominent jaws.

Name: Graeme (formerly), currently Ripperjack.

Hungering 4th level troop [Humanoid]

Initiative: +6

Deadly Longsword Slash +9 vs. AC—14 damage.

On natural 18+: Follow through with free Hungering bite attack (chance decreased due to face-concealing helm).

[Special Trigger] Hungering bite +9 vs. AC—5 bleeding damage, save ends, first aid ends (DC 15).

Hungering digestion.

Hungering madness (adventurer).

Gear: freshly looted breastplate, polished though dented heavy steel shield, decent longsword.

AC 20 PD 18 MD 14 HP 54

Regular Infantry of the Legion (10)

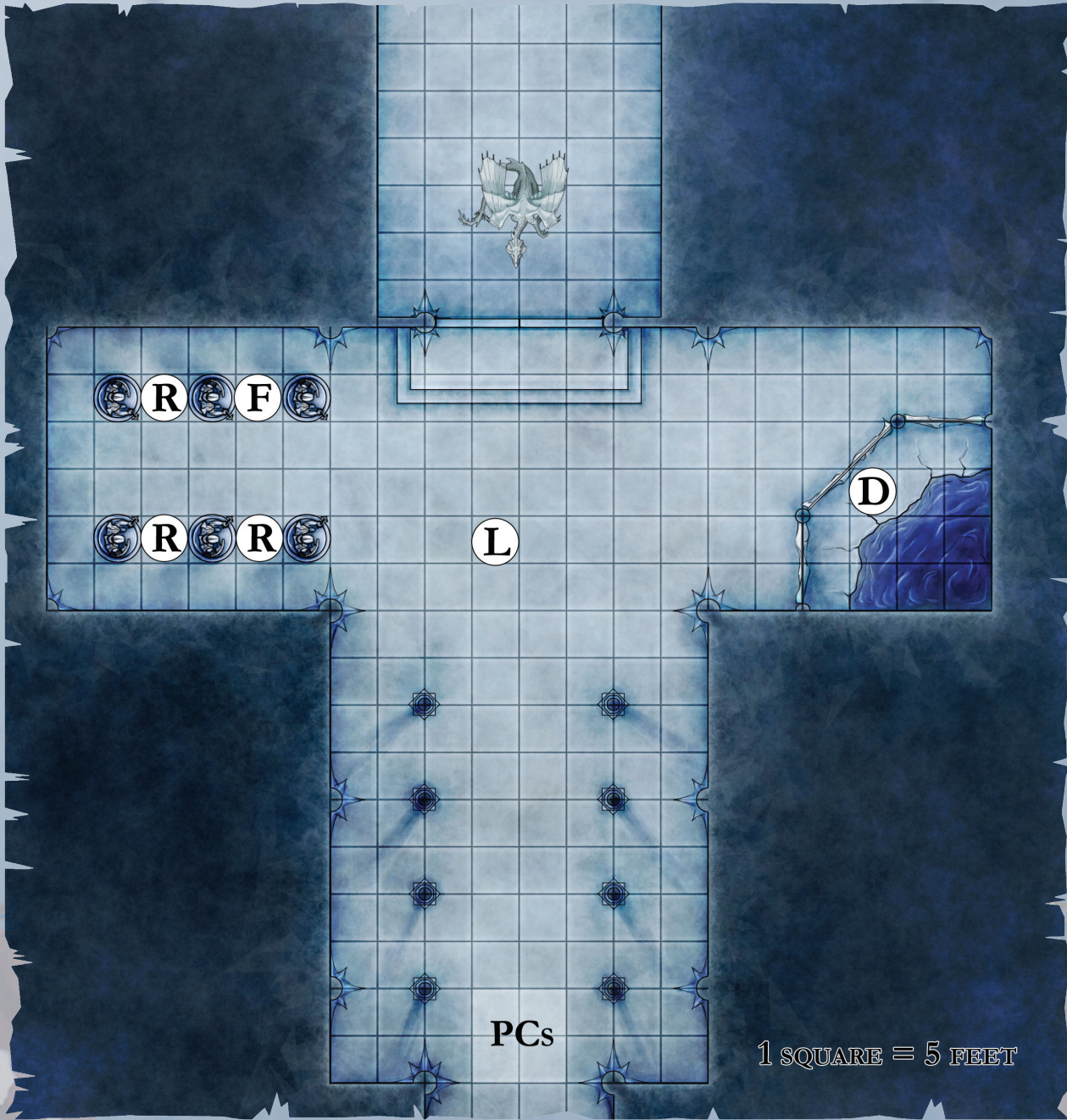
Pathetically fearful expressions, mixed with intense longing for warmth and a slab of freshly torn flesh.

Names: Bravo, Minnie, Bits, Silly, Drab.

Hungering 4th level mook [Humanoid]

Initiative: +6

Passable battleaxe cut +9 vs. AC—7 damage.



On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +9 vs. AC—5 bleeding damage, save ends, first aid ends (DC 15).

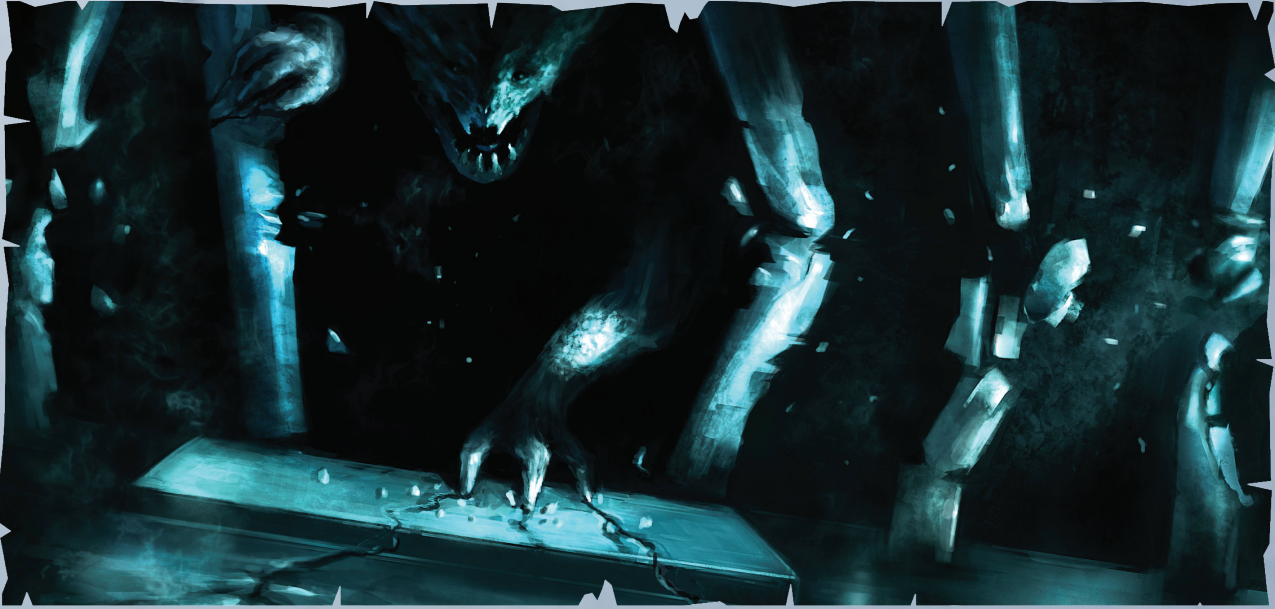
R: Javelin throw +9 vs. AC—7 damage.

Hungering digestion.

Hungering madness (adventurer).

Gear: warm hide armor, heavy steel shield in need of repairs, decent battleaxe, javelins made of bone (4).

AC 20 PD 18 MD 14 HP 14



The Oracle, A Large White Dragon

Slithering like an eel, with claws delicately caressing floor in passing, this ice-white wyrm coils and springs forward.

Name: Qendrueshem.

Blind Seer* advanced Large 7th level blocker [dragon]

Initiative: +8

Vulnerability: fire

Immune to cold and ice 16+: When a cold or ice attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it deals no damage.

Claws and bite +10 vs. AC (2 attacks)—18 damage

Natural 16+: The white dragon can make an ice breath attack as a free action.

[Special trigger] C: Ice breath +10 vs. PD (1d3 nearby enemies)—14 cold damage

Bull rush +10 vs. PD (medium or smaller creature)—18 damage and the target pops free away from dragon (moved away 10 feet / 2 squares).

Forewarned: Each round first attack against the oracle becomes automatically a miss (and the damage on a miss, if any, is reduced to zero) unless the attacker rolls 16+.

Truesight: This creature sees through all sight obscuring natural and magical effects making any notice checks at Normal difficulty.

NOTE: This means that the Oracle sees people's karma, a bit of their history or their auras. And the history of PCs is quite bloody given their job, thus entitling the Oracle to take them for a group of Legionnaires, just a little more competent and a little less concerned about taking lives from their former companions.

Commune with the world +10 vs. MD—Five times per day the Oracle may ask a simple question. The target of the question, be it sentient being, animal, plant or item, shares its knowledge on a hit (non-sentient and non-warded targets are hit automatically) via concise reply or, if the target is unable to speak, a short vision. On a miss no knowledge is shared, or, in case of sentient targets, false information may be provided.

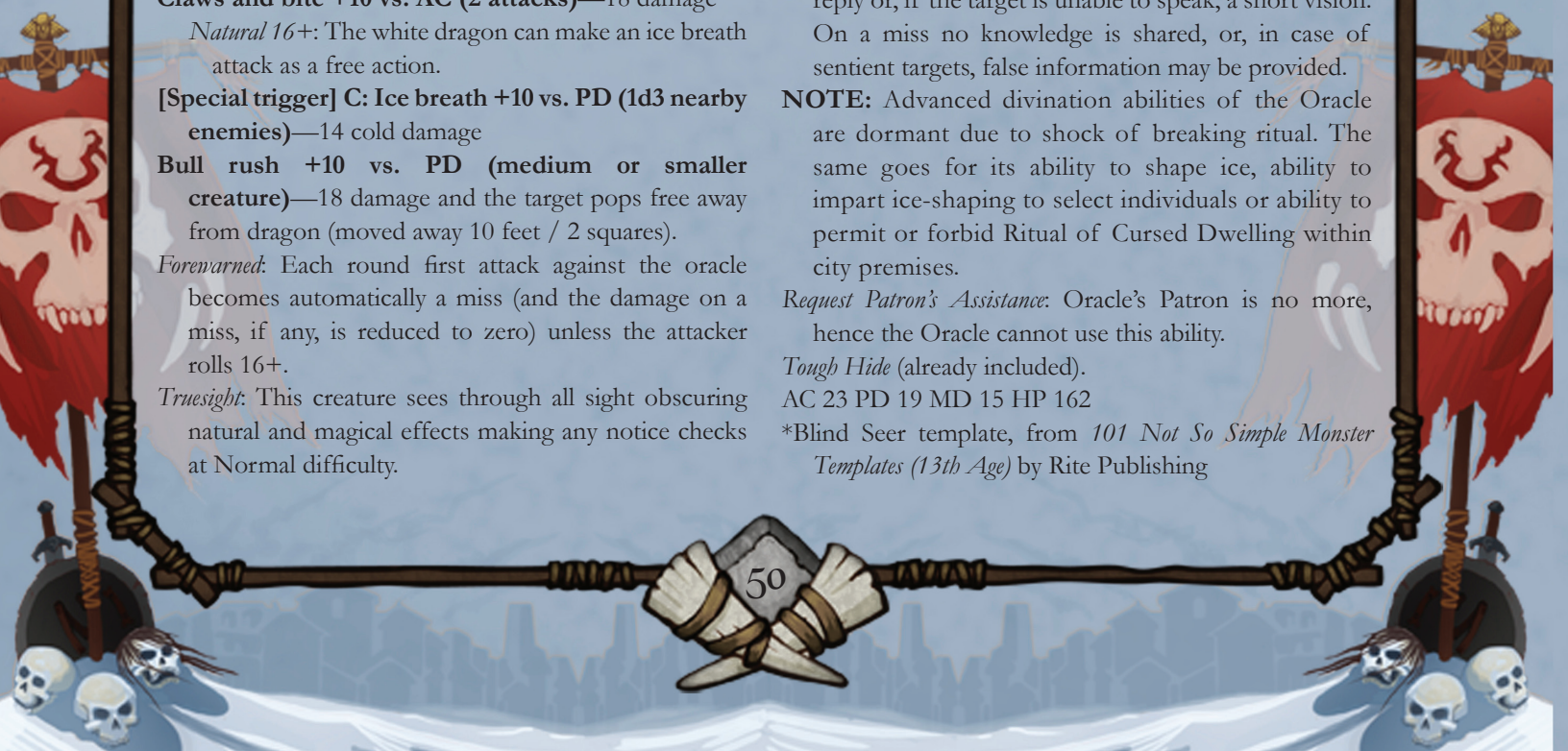
NOTE: Advanced divination abilities of the Oracle are dormant due to shock of breaking ritual. The same goes for its ability to shape ice, ability to impart ice-shaping to select individuals or ability to permit or forbid Ritual of Cursed Dwelling within city premises.

Request Patron's Assistance: Oracle's Patron is no more, hence the Oracle cannot use this ability.

Tough Hide (already included).

AC 23 PD 19 MD 15 HP 162

*Blind Seer template, from *101 Not So Simple Monster Templates (13th Age)* by Rite Publishing





Notes of Part 8

Certainly killing the Oracle is an option, but it's not the only option. The dragon is hungry and angry, and the situation is ambiguous (check the Truesight comment in dragon's statblock), so while killing the Legion and attempting to talk to the dragon is a possibility, there is no one right way to handle things. The primary mission on this adventure is to recover Mathinder and escape the city with the Mathinder alive.

Don't be mistaken, that dragon is an alien, uncaring creature, but does its ethical nature matter when it might have been a prisoner? Or when its death might make an even greater evil more powerful? Or when its freedom might doom the region to even more bloodshed as the Legion pursues it? While no one here knows it for certain and there is insufficient information for the PCs to ascertain the details of the ritual, the Legion needs the dragon's heart be taken while the creature lives. Mathinder advocates for killing the creature and taking the heart beyond the Legion's grasp.

Treasure: The Regular Infantry have managed to scavenge a trio of gull skins (see appendix).

Developments II

As the combat concludes, there is the sound of a larger clash outside. Characters who investigate find:

The plaza outside the temple erupts with the fury of combat. Hungering Legionnaires and battered, nearly crazed, defenders clash on the ice with warcries and the sounds of metal cleaving flesh. The remnant guardians of Forstor Nagar seem to be fighting a losing action, a last, desperate and unnecessary attempt to keep the Legion from the goal you have already denied them. It seems as if the battle will become a rout in mere moments, and most certainly the conquering soldiers will be pouring inside your hiding place.

The doors can be sealed and barred, buying the characters more time. The Legion troops enter the temple

in 10 rounds (36 rounds if the doors are barred). Those wishing to attempt some form of holding action at the temple entrance face an enemy squadron (see below) every three rounds for 25 rounds. After 25 rounds, the infantry falls back with a horn's call and the Legion's sorcerers and six captured ballista arrive and unleash bolts into the doors until they have been cleared of enemies.

Enemy Squad

- Hungering Legionnaire
- Footman of the Hungering Legion
- Regular Infantry of the Hungering Legion (6)

If the Dragon is Alive

Some parties might find a way to stop the Legion and not further antagonize the Oracle. These groups need to provide sufficient argument to the dragon that the Legion seeks to consume it. For diplomacy, its starting demeanor is hostile and requires a great deal of flattery. The dragon's first plan is to simply flee to some place farther north. It doesn't care what happens to the surrounding region and believes it can simply evade or consume any hunting parties the Legion dispatches in pursuit.

Characters who choose to flee deeper into the catacombs of the Oracle's Sanctuary are led by Mathinder to the teleportation circle.

Where's the Foresight?

If the Oracle's supposed to be a diviner of some sort, where's the precognition? The dragon's power was tied to the creature's imprisonment combined with the magic of the site and the magic of the dragon. That site is what provided the dragon the ability to shape the glacier throughout the City, guiding its construction and acting as the seer of the City of Grinding Ice. Freeing the Oracle from this confinement suppresses its oracular powers and leaves it a variant of the normal species. Alternatively, its powers are for now suppressed due to shock of binding ritual being broken, and with time the Oracle may regain them.

However, a creature with precognition ought to know when it is going to die, which would beg the question—if this was the time, why not just flee the party? Possibly, Oracle's divination cannot allow it to learn its own fate or maybe the Oracle divination's are blocked by the city being broken all around it.





Part 9: Escape from the Grinding Ice

Setup

This is a Champion difficulty tier area.

Tick-Tock

The players are on tight schedule. Make note as to the passage of time. Take into the account any delaying measures they have implemented. And telegraph the passage of time to the players.

Environment

- *Light:* There is no light in the passages, save what the characters bring with them. Mirror-backed aurora-like flames provide the teleportation circle with normal illumination. Creatures in that chamber cannot use stealth without invisibility or cover.
- *Temperature:* This room is cold. Those not wearing winter clothing or without endure elements or cold resistance are subject to Freezing cold air attack once per hour. Any characters becoming soaked are attacked immediately, followed by an attack once every 15 minutes until dry.

Freezing Cold Air

Level 4 mook [Environment]
Initiative -1

Freezing cold air: All characters without proper clothes or other means of cold protection are subject to Freezing cold air attack once per hour.

[Special Trigger] Freezing cold air +6 vs. PD (all eligible targets)—7 cold damage.

This encounter begins as the characters and any escaping refugees flee the Purification Temple in part 8. After 50 feet into the catacombs, there is no light. Mathinder knows the way to the teleportation circle, but requires a light source. The glacier itself begins to quake, as structures begin disintegrating with the death (or leaving) of the Oracle. Travel to this point takes roughly 20 rounds after departing part 8. Members of the Hungering Legion may or may not be close behind, depending on what precautions the characters took before leaving the surface.

The air is bitterly cold and the translucent sapphire-colored walls crackle with wispy spiderwebs of fractures. Every few moments, the glacier shudders and releases a plume of fine frozen dust.

“This way,” points Mathinder, indicating your group’s path. Just ahead, the mouth of a side tunnel collapses, filling the passage with large, jagged chunks of ice. The whole structure shakes violent and the air is filled with the thunder of breaking ice.

The first trap awaits the characters at the passage junction.

Glacial Rift Pit Trap

Delicate ice breaks under the feet of the passers-by, revealing gaping chasm beneath. At the bottom of the chasm, hundreds of fragile yet glass sharp spikes await their prey.

DC 20 to notice, avoid or circumvent.

Falling +10 vs. PD (1d4 targets walking together)—40 feet long fall, 2d12 damage and free Spikes attack.

Limited: Works only once.

[Special Trigger] Spikes +10 vs. AC—2d10 damage.

In the middle of the following passage is the second trap:

Frost Knives Trap

Jets of freezing water lash at unwary travelers, freezing them to the bone.

DC 20 to notice, avoid or circumvent.

C: Jets of freezing water +10 vs. PD (all targets in a 40-ft. square chamber)—2d10 cold damage. Drenched characters are subject to Freezing cold air attacks as per Environment sidebar.

Limited: Works only once.



Roving Legionnaires

When two characters pass through the short tunnel, a squad of Legionnaires approaches from the Northern branch of the second tunnel.

Footman of the Hungering Legion (1)

A well-worn armor, polished blade and famished look.

Names: Lucky Eight.

Hungering 4th level troop [Humanoid]

Initiative: +6

Looted longsword +9 vs. AC—14 damage.

On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +9 vs. AC—5 bleeding damage, save ends, first aid ends (DC 15).

Hungering digestion.

Hungering madness (adventurer).

Gear: somewhat unkempt breastplate, heavy steel shield in need of repairs, looted high quality longsword.

AC 20 PD 18 MD 14 HP 54

Regular Infantry of the Legion (10)

Pathetically fearful expressions, mixed with intense longing for warmth and a slab of freshly torn flesh.

Names: Pint, Swine Digger, Piss-Red, Teeth-Breaker.

Hungering 4th level mook [Humanoid]

Initiative: +6

Passable battleaxe cut +9 vs. AC—7 damage.

On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +9 vs. AC—5 bleeding damage, save ends, first aid ends (DC 15).

R: Javelin throw +9 vs. AC—7 damage.

Hungering digestion.

Hungering madness (adventurer).

Gear: warm hide armor, heavy steel shield in need of repairs, decent battleaxe, javelins made of bone (4).

AC 20 PD 18 MD 14 HP 14

Just before the entrance to the Teleportation Chamber is a third trap:

Falling Ice Shards Trap

Hundreds of deadly ice slivers fall in a white rain to paint ground with red.

DC 20 to notice, avoid or circumvent.

C: Falling ice shards +10 vs. AC (1d4 targets in front)—5 bleeding damage (save or first aid ends, DC20).

Limited: Works only once.

The Pursuing Legion

Depending on what steps were taken in the Purification Temple, the Hungering Legion may be close behind. If the party spends more than 15 rounds in the passages here, they are attacked by a patrol from the surface.

This patrol sounds an alarm upon engaging the characters. You may chose for a second patrol to attack or have the crumbling glacier force the characters to the teleportation circle.

Hungering Legionnaire

Massive brute in heavy armor. Pasty white face surrounded by dreadlocks stiffened with blood and oil, with teeth filed into reminder of shark smile.

Name: Ankathi.

Hungering 5th level troop [Humanoid]

Initiative: +8

Heavy greatsword swing +10 vs. AC—18 damage.

On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +10 vs.

AC—10 bleeding damage, save ends, first aid ends (DC 20).

C: Bolas +10 vs. PD—The target is Stuck until they remove Bolas (DC 20, move action).

R: Javelin +10 vs. AC—18 damage.
Hungering digestion.

Hungering madness (champion).

Gear: well-kept banded mail, high quality heavy greatsword, bolas (2), javelins (4), winter clothes.

AC 21 PD 19 MD 15 HP 72

Footman of the Hungering Legion (2)

AC 20 PD 18 MD 14 HP 54

Regular Infantry of the Legion (12)

AC 20 PD 18 MD 14 HP 14



PCs

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1 SQUARE = 5 FEET





Teleportation Chamber

When the group enters the teleportation chamber, Mathinder draws the rune carved key to the teleportation circle and provides it to the adventurer capable of activating the circle. Once everyone is inside, he gives that character the command word. He waits as long as necessary to allow as many civilians and refugees to join them as possible.

Option: The Broken Circle

For game masters wishing to increase the tension surrounding the characters' escape, consider requiring a complex skill check to activate the teleportation circle. The following challenge is provided for this purpose, although it is a variant—it presumes the circle will be activated, regardless of the number of failures generated and it permits several different skills to be used. However, the degree of success enjoyed by the characters—the number of refugees rescued, the amount of damage suffered by Mathinder and the party—differs based on the number of failures. Truly, this encounter shines or bores based on the quality of the description you work into each success and failure—keep that consideration in mind when running it.

Activating the Circle

Ritual of Instant Transportation

This ritual allows to instantaneously transport a large group of people deep into mountains. Devised long time ago to facilitate transport of large amount of materials required to construct Oracle's lair and large portion of Forstor Nagar, it was all but forgotten when Oracle forbade to use it ever again. Now, with the Oracle gone, some people who still know old secrets, can use this place again... for the last time.

- **Research Time:** Not needed as long as Aetta or Mathinder (or the Oracle) are present. Otherwise, long enough to make the activation impossible.
- **Preparation Time:** All preparations are complete.
- **Casting Time:** Up to five minutes.
- **Casting DC:** 20. Five successes before three failures are required (see Setup section below)
- **Limitations:** This ritual draws a lot of power from Forstor Nagar. Casting it now will deal a killing blow to the City of Grinding Ice, turning it into a tomb for everyone within. To activate the ritual, an arcane key is required (originally in Mathinder's possession), and a person who knows the steps (Mathinder, Aetta or the Oracle).

Setup

When the party opens the door to the teleportation ring, provide this description:

Long, deep blue arms of dense, translucent ice taken from the deepest portions of the glacier spider up the walls of this chamber while formed cerulean bricks of the same material create a distinct, raised circle in the ice. Engraved with intricate detail, their silvery runes lay dormant, and a few heavy, carved bricks lay in the middle of the room. The whole of the glacier shudders again, dropping another piece of the structure to the floor. If the circle isn't repaired and activated quickly, your escape route may very soon disappear.

The leader for the ritual begins casting immediately and the circle begins to fill with light. The characters should be solicited for possible actions repair the circle before the broken parts activate. The challenges to overcome are as follows (note that the refugees are assumed to attempt to help the PCs; check refugee statblocks for relevant backgrounds; each refugee may grant +2 to

PC's effort by making their own check and beating DC 15 – this however requires that a PC takes time to issue appropriate orders):

- Several carved bricks broke delicate engravings (possible solution: tracing the missing lines with blood or paint). DC 20 to restore fine craftsmanship.
- A body of an innocent slain recently by a marauding legionnaire lies, disrupting flow of energy (possible solution: the body should be removed, the floor should be cleaned, and a short prayer should be spoken to placate the spirit of the innocent, otherwise it will return and attempt to disrupt the ritual – this is a place of power, the veil between this and the other world is very thin here). DC 20 to propose and execute necessary religious and arcane proceedings.
- Cracked floor breaks unity of the circle (any precious materials, wire, small metal item of high quality or, if one feel suicidal, sticking fingers and taking 5 damage per round, are good enough). DC 20 to devise solid enough solution or withstand the agony.
- A crazed legionnaire suddenly runs in trying to use his weapon to break the circle (use Hungering Legionnaire statblock). At least one person needs to succeed on DC 20 check each round of combat to parry legionnaire's attack.
- One of the refugees breaks suddenly down. Their eyes turn totally black indicating a possession by a primal and dangerous spirit, their fear is clearly unnatural and powerful, if unchecked and fueled by power of the circle it starts spreading threatening to overcome everyone with panic and breaking concentration required to complete the ritual. DC 20 check is required to calm the refugee.

Failures

First Failure

The cavern shudders, causing jagged blocks of topaz-blue ice to fall and shatter.

Falling Ice Shards Trap

Hundreds of deadly ice slivers fall in a white rain to paint ground with red.

DC 20 to notice, avoid or circumvent.

C: Falling ice shards +10 vs. AC (1d4 targets in front)—5 bleeding damage (save or first aid ends, DC20).

Limited: Works only once.

Second Failure

The cavern floor bucks and cracks, releasing icy sprays of freezing water throughout the room.

Frost Knives Trap

Jets of freezing water lash at unwary travelers, freezing them to the bone.

DC 20 to notice, avoid or circumvent.

C: Jets of freezing water +10 vs. PD (all targets in a 40-ft. square chamber)—2d10 cold damage.

Drenched characters are subject to Freezing cold air attacks as per Environment sidebar.

Limited: Works only once.

Third Failure

Portions of the icy floor fall away, opening wide gashes and deep crevasses. The dying glacier seems intent to kill as many with its death throes as possible. The screams of pain and the thunder of shattering ice are lost in the white static of the activating teleportation circle—expending its magics in one last death rattle of arcane existence.

Glacial Rift Pit Trap

Delicate ice breaks under the feet of the passers-by, revealing gaping chasm beneath. At the bottom of the chasm, hundreds of fragile yet glass sharp spikes await their prey.

DC 20 to notice, avoid or circumvent.

Falling +10 vs. PD (1d4 targets walking together)—40 feet long fall, 2d12 damage and free Spikes attack.

Limited: Works only once.

[Special Trigger] Spikes +10 vs. AC—2d10 damage.

Some of the refugees may not survive. Characters possibly killed by the damage are instead knocked to 1 hit point. Mathinder can be killed by this effect. Proceed to Development.



Development

All is lost. The ritual failed and Forstor Nagar enters its final death throes. Nevertheless, the final rift opens a new passage, leading to a long lost chamber, where a lone longboat rests in the embrace of rapidly thawing ice. This is a longboat, which carried the founders of the city. It is the same longboat that carried the egg, from which the Oracle hatched hundreds of years ago. The boat, preserved by residual magic of the circle, is still usable, and if boarded quickly enough, can be used to escape the glacier's crumbling.

The characters and surviving refugees have 5 rounds to board the boat, however:

- Jumping down the rift is risky (see the trap description above).
- Getting through the passage and climbing aboard takes 3 rounds (2 if DC 20 check is made, 1 if DC 30 check is made). Failure on the check means 10 points of damage from falling, slipping or random Falling debris.
- Most of the refugees, non-combatants especially, cannot make this without help. Helping the refugees requires inventiveness on PC side and successful DC 20 check (exceeding DC 20 check indicates how many people are helped beyond the first one).
- Once the 5 rounds pass, the ice around the boat breaks, and anyone attempting to get on needs to dive into cold water (check part I) and attempt to swim.
- Taking control of the boat requires unfreezing, or tearing of oars (DC 25 check) and rudder. Without it, the boat floats away from its resting place dooming those who were not able to board it.

The boat leaves the glacier without further interruptions, and in time for the survivors to watch the glacier imploding into Forstor Nagar, and then to see it divide and fracture burying Hungering Legion and last remnants of defenders.

Conclusion

There are several possible ways the adventure may conclude for the party.

Escape!

In the optimal conclusion, the party escapes, teleporting to the location visualized by the character activating the circle. Depending on your campaign path, the teleportation circle may malfunction, depositing the group someplace completely unexpected. Otherwise, if Mathinder is delivered as requested, the characters may expect their promised rewards.

Unexpected Escape!

The party may go “off the rails,” and find an alternate escape route from the city—seeking out a supply ship, a fishing vessel, or some other method for departing Forstor Nagar. These options are certainly possible, but beyond the scope of this adventure. They will require the game master to improvise, although there are ships in the area, as evidenced by part 1. How long it takes to return to civilization and what trials the group experiences along the way are the subject of an entirely different adventure.

In the hands of the Legion

In the worst situations, the characters may become the prisoners of the Hungering Legion before part 8, apparently destined to fill stewpots and bellies. Should this occur, consider using a scenario such as that in part 4, only allow the characters to be freed during a skirmish with remnant defending forces, or during the collapse of the glacier. The group may even concoct their own escape plan, allowing them to continue the adventure and reach its normal conclusion—presuming they can do so prior to the Hungering Legion's consumption of the Oracle's heart, three days after the party's arrival in Forstor Nagar.

However, their time as prisoners of the Legion leaves them with Hungering Legion Prisoner background at +3, reflecting the harsh and abusive nature of the Hungering Legion's treatment. This background should be deducted from PC checks whenever their traumatic experiences or unholly hunger could come into play.

All Scenarios

With the dragon's death or escape, the glacier buildings crumble, and while the core of the Legion survives, it is decimated. The survivors may potentially menace the party in future adventures, some of them enhanced with special powers of divination. In the confusion, the party can escape and locate a fishing vessel to commandeer.



Appendix 1: Boons

As the adventurers travel through Forstor Nagar, they may need a hand here and there. These boons can be used as Icon Relationship benefits to help them out.

Beat Guard

Watchman Agni points out notable taverns, inns and quality shopkeepers in the quarter, explaining possible hiding places or supply caches.

Benefit: Undisturbed long rest. Supplies up to 100 GP.

Guard Officer

Sergeant Folkvar and his patrol join the party as one time escort.

Benefit: Six Garrison Defenders join the party for the duration of a part (see Part I, Garrison Defenders).

Guard Captain

Captain Heinrikr knows the local quarters and trusts the characters enough to tell them how to handle other officials.

Benefit: The next social check involving officials is one category easier.

Scion of Power

Gudliefr is the second son of relatively nearby jarldom. Using his family name and reputation, Gudliefr promises a service of up to 2500 GP worth once he is delivered back into his father's hall.

Benefit: None immediately. Fame, reputation and service of powerful jarl later.

Sage, Hedge Mage or Arcanist

Naglfar, one of the most renowned arcanists, and one of the main casters involved in wide scale deployment of Ritual of Cursed Dwelling, seeks to offer her services in return for an escort out of the city.

Benefit: Background Forstor Nagar Arcanist +10. Knows Ritual of Cursed Dwelling. Adds +2 to any checks related to detecting, avoiding or circumventing traps in cursed buildings. Non-combatants (check Compound NPCs section, noncombatant's statblock).

Survivors / Residents (6)

A small group of citizens of Forstor Nagar comes to the rescue, shelling improvised weapons at the enemy or guiding the PCs out of enemy path.

Benefit: Draw attention of enemies away from the characters (remember: Hungering Legion prefers weaker targets since they are easier to procure as sustenance). Alternatively, warn PCs about approaching patrol and provide alternative route. Non-combatants (check Compound NPCs section, noncombatant's statblock).

Doomed Pilgrims (10)

Bjorn leads a chain of en route to the Temple of the Unsetting Sun. Unfortunately, their ship's captain cannot leave Forstor Nagar harbor due to blockade by Hungering Legion longships.

Benefit: Stoic about impending doom, the pilgrims offer to share blessings (each player regains one recovery) and rations. If offered assistance with the escape, they join in gladly.

Ship's Captain

A free captain of the trading cog, the Golden Dream, Henry (background: Rough Captain +12) is a rough man willing to provide groups with free transport to any destination beyond City of Grinding Ice as long as they help him and his crew break through Hungering Legion blockade.

Benefit: A ship ready and willing to leave Forstor Nagar harbor.

Complications: The PCs and the crew must overcome series of two encounters to escape the harbor, one random Hungering Legion patrol in the harbor, the blockade and finally win the chase. For the patrol, use Legion Patrol from part 3. The blockade is a series of five maneuvers at DC 30, with each PCs contributing +2 to this check as long as they make their own DC 25 check (and explain how they are contributing). Each failure results in the ship being boarded by Hungering Legion patrol supported by a select group from Scaling Encounters appendix.



Appendix 2: Creature Templates

Aquatic Creature Template

This creature gracefully dashes through watery depths despite distinctly land-based origins.

Aquatic adaptation: This creature gains ability to move through water at normal walking speed (webbings, fins or powerful tail) and is not a subject to hypothermia or other negative effects caused by prolonged exposure to water (thicker skin with optional fur). It has also gills (leaving water for long than an hour will subject the creature to 5 points of damage per hour due to dehydration and prevent from regaining any hitpoints or recoveries through rest) or an ability to hold breath for extended period of time (up to one hour).

Blinded Creature Template (lvl -2)*

Blind as a bat: This creature automatically fails any sight-based notice checks. All other notice checks are reduced by one category to a minimum of Normal. Additionally, this creature moves at half speed (unless it prefers to risk falling prone**) and takes -4 penalty to attacks, AC and PD.

* Blinded Creature template from *101 Not So Simple Monster Templates (13th Age)* by Rite Publishing.

** Prone creature takes -4 to AC and PD, and gets +4 to AC and PD against ranged attacks from Far range.

Hungering Creature Template

This creature looks like a more primal and bestial kin of its original species, with pronounced jaws and oddly mobile neck.

Hungering bite: All melee attacks gain the following enhancement:

On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite vs. AC—Deal 5 bleeding damage (Champion tier: 10; Epic tier 20), save ends, first aid ends (DC 15; Champion tier DC 20, Epic tier DC 25).

Hungering digestion: Hungering creature can consume and digest any organic matter (regrowing teeth after next long rest, if necessary). Barely edible items, like hair, bones or plants, inflict terrible pain while still providing

sustenance. Feasting on raw meat or imbibing blood is addictive, as it induces states of euphoria and desire to feed beyond ability to store food.

Hungering madness (Adventurer tier individuals): Non-exceptional individuals quickly degenerate into barely intelligent meat addicts that do not plan beyond next meal, and shall risk life to get another bite of fresh flesh. Supervised by champions however, Hungering creatures are fearless (immune to Fear) and madness (immune to Confusion). When faced with opportunity to feed on fresh meat, and unless ordered otherwise (a champion must be present in hearing range and repeat orders from round to round), they must make normal save to pursue orders or attack enemies.

Hungering madness (Champion and higher tier individuals): Constantly staving off pangs of terrible hunger, these strong-willed creatures are capable of commanding their lessers. While not immune to Fear or Confusion, they are also able to plan. If facing lesser Hungering creatures in combat, treat all lesser Hungering creatures as if affected by Fear.

Ill Creature (Slimy Doom) Template*

This creature is suffering from Slimy Doom illness. Their body slowly turns into infectious goo. This template can only be applied to creatures that are not immune to disease.

Ill: This creature is sick. Make a normal save each day. First failure indicates onset of stronger symptoms (fever, sweat copious amounts of slime), second failure causes Weakened condition (already Weakened creatures treat second failure as third). Subsequent failures increase save difficulty by a single step cumulatively, until hard saves begin. Each failed hard save does 10 damage and healing hitpoints through the use of recoveries becomes impossible (also, the ill creature can no longer gain new recoveries through rest). At GM's discretion, saves can be adjusted by +2 (comfortable rest and proficient medical aid) or -2 (strenuous effort, exposure to harsh environs). Ill creature needs three successful saves (that do not need to be consecutive) to reduce save difficulty by one step. Three successful saves at easy save mean full recovery.

Infection: Starting with the first failed save, physical contact with the slime sweated by ill creature subjects the target to Infection attack.

[Special trigger] Infection +7 vs. PD—The target begins making saves as per Ill description.

* Based on Ill Creature template from *101 Not So Simple Monster Templates (13th Age)* by Rite Publishing.



Appendix 3: Creature Types

Breaking of Forstor Nagar introduces several new “creature” types. They are used to represent world building blocks in a way consistent with 13th Age Roleplaying Game mechanics and parallel to d20 hazards, environment effects or items.

These “creatures”, unless a part of enemy team, should not be considered when building encounters.

Environment

This is a special effect that represents influence of the environment. The effect is visible to anyone potentially affected and usually resolves at low initiative count (default is -1). Environment effects may require special condition to resolve, and they also may resolve only once certain time interval passed.

To build environment effect statblock use the following guidelines:

- Effect Name.
- Level N mook [Environment]. Environment effects should not be more powerful than mooks. They should not increase environment difficulty or assume a role of main opposition.
- Initiative -1. The default initiative value for environment effects. Also all potentially affected targets should be aware of approaching moment of Environment effect resolution.
- *Effect name* repeated, followed by description, prerequisites needed for it to take place, and time interval needed to pass between subsequent resolutions.
- [Special Trigger] Attack Name +N vs. DEFENSE (all eligible targets)—mook elemental damage damage or other, mook-appropriate, effect.

Siege

Siege covers the category of advanced tools of war: ballistas, rams, catapults, cannons. Siege engines are a mixture of weak points and tough materials, hence they are build according to mook rules.

- Siege Engine Name
- Level N mook [Siege]. The size is optional, as it usually does not determine other statistics. Siege level is one tier higher than current environment as the Siege Engine’s abilities are intended to supplement and extend those of its operators or passengers (for example, the 4th level party shoots an 8th level ballista missile). For Siege Engines in Epic environment, add 4 levels.
- *Siege weapon*: Use attack bonus of the operator, -2 if the target is medium or smaller, -2 if the target is moving at human walking speed or faster, -2 if the target is further than Far (more than 60 ft.), -4 if the operator lacks background that would allow to operate siege engines. Siege weapon damage is not diminished despite mook status.
- *Reload*: Conditions required for the Siege Engine to be reloaded. Usually the minimum number of operators.
- [Standard creature statblock elements] like special abilities and attacks. Depending on the nature and the presence of the attacks, the siege engine may be or may be not a participant in an encounter. Siege weapon damage is not diminished despite mook status.
- AC PD (use lesser defense) HP=mook

Structure

The structure comes in two flavors, one of them is an obstacle, the other is a building. The former is something that heroes may overcome, and as such is likely to be counted toward total level of the opposition faced. Additionally, the obstacle may have its own attack. The building on the other hand, is largely passive object of relatively big size, that may attack only in response to character actions. It’s not hostile, though it may collapse.

The important traits of structures are as follows:

- Obstacle Name.
- Level N obstacle [Structure]. The size is optional, as it usually does not determine other statistics (for example, archers defending huge gate deal damage as per archer size and level).

- Initiative -1. The default value for resolution of any effect or action of the structure. Unless explicitly stated, all creatures that can perceive the coming effect or action are aware of what's going to happen.
- *Immune to light weapons.* Light weapons is a catch-all category for all weapons that are too light to cause any damage. This is adjudicated by a GM, though the mundane baselines should be followed: human fists won't damage a stone wall, unless the said human is an Epic tier Fighter who trained in arts that made their body equal to steel.
- *Resists 16+:* all damage [except N damage]. Instead of boosting up hitpoints, we just halve all incoming damage, allowing for lucky strikes at weak points. Additionally, if there is a special damage type the Structure is vulnerable to, state it in the optional part.
- [Standard creature statblock elements] like special abilities and attacks. When calculating encounters, the obstacle counts toward encounter level total if it absolutely must be overcome and only if it has an attack of its own. If the obstacle gets more than one attack, follow the rules for uplevelling monsters.
- AC PD HP Assign as per normal creature of the same level.

The buildings are similar to obstacles, but they are just harder to bring down, and their attacks are counted as separate encounters or traps.

- Building Name.
- Level N building [Structure]
- Initiative -1. (see Obstacle)
- *Immune to light weapons.* (see Obstacle)
- *Resists 16+:* all damage [except N damage]. (see Obstacle)
- [Standard creature statblock elements] See Obstacle, however attacks are either separate encounters or traps. The building level does not count toward the encounter.
- [Special Trigger] Falling debris (one time, when Staggered; all targets within) vs. PD—Deal mook damage.

- [Special Trigger] Collapse (one time, when 0 HP is reached; all targets within) vs. PD—Deal triple, double or normal damage. The damage multiplier depends on target's position: respectively in a middle of the building, near the outside or in favorable position, on the outside of the building. Also, anyone taking damage is Stuck until dug out.
- AC PD HP Assign as per large creature of the same level. At and below Staggered HP level, services, traps and enchantments cease to operate (unless explicitly stated to the contrary) though they may be repaired.

Vehicle

This is a creature-made object intended to move, be it a boat, a wagon or a glider. The vehicle is a mix of weak points and tough materials, and so its statblock is based on a mook. If the vehicle becomes a participant in combat, treat it as a normal creature with level based on strength of its attacks.

- Vehicle Name
- Level N mook [Vehicle]. The size is optional, as it usually does not determine other statistics (for example, archers shooting from a boat deal damage as per archer size and level). Vehicle level is one tier higher than current environment as Vehicle's abilities are intended to supplement and extend those of its operators or passengers (for example, the 4th level party rides an 8th level boat). For Vehicles in Epic environment, add 4 levels.
- *Immune to light weapons* [except its weak points]. See the Obstacle description for information on light weapons.
- *Resists 11+:* all damage [except its weak points]. Vehicles, in general, are much less durable than solid structures.
- [Standard creature statblock elements] like special abilities and attacks. Depending on the nature and the presence of the attacks, the vehicle may be or may be not a participant in an encounter.
- AC-6 PD-6 HP=mook*3



Appendix 4: Magic Items

Aurora Vial

Small glass vial, inside which mysterious multicolored fluids lazily play.

Aurora Flames: If poured over a small mound of ice or snow, the liquid emits multicolored flames that shed light in Nearby distance. Those within the light benefit from Champion Resistance (16+) to cold damage and magic cold damage. The effect lasts 10 hours or until the mound is destroyed. The flames are cold, and do not cause any items to heat or dry up.

Cost: 400 GP.

Brush and Clay Bottle with Devil Blood

Mundane-looking clay bottle, with a small quality brush tied on a string.

Magic Inscription: The devil blood may be used for variety of rituals. In this book, a villainous sorcerer uses it to paint an inscription to invoke repeated gusts of wind (a spell he already knows how to cast) against ship's sail. The inscription lasts until the caster rests (either short or long rest).

Cost: 400 GP.

Mantle of a Seal

A mantle fashioned of a seal's skin, complete with a seal's head.

Effect: The wearer gains Aquatic template when submerged in water.

Quirk: Must eat raw seafood once per day for a week before being able to use item, and at least one raw seafood meal per week afterward.

Identification: Careful examination reveals lots of delicate and beautiful golden runes just below collar describing both purpose and usage.

Cost: 1000 GP.

Flensing Longknife

A wickedly sharp long, broad blade, with sharply curved point. Exceptionally suitable for removing separating parts of tissue from large animals, like whales.

Flensing: This weapon halves the time required to dress the flesh of any creature of size medium or bigger. No specific combat benefit.

Devilish Flensing Longknife

A wickedly sharp long, broad blade, with sharply curved point, forged on a different world, where suffering can be smelted into coins.

Flensing: This weapon halves the time required to dress the flesh of any creature of size medium or bigger.

Combat benefit (Adventurer): Gain +1 to attack and damage.

Combat benefit (Champion): Gain +3 to attack and damage.

Quirk: The owner of this weapon needs to make a save each night. Failure means that they dream of far away places, full of steam and choked screams that combine into eerily enchanting music. The content of the dreams is very disturbing to any sane being, leading to insomnia, fatigue and, if the use of the weapon is continued, slow decline of mental faculties. If the number of failed saves exceeds Wisdom bonus (base plus level), the wielder of the weapon begins to exhibit symptoms of Hungering Creature template transformation, and the dreams begin to become progressively violent. The weapon owner meanwhile finds strange comfort in the dreams, while their recognition of what is real and proper further declines. Eventually, at the twice of Wisdom bonus, the weapon owner acquires Hungering Creature template and becomes to all intents and purposes a member of Hungering Legion. The transformation can be halted any time before the final step, but the effects suffered already are not reversible.

Gull Skin

Made from the skin of an actual sea gull and designed so the gull's beak acts as the waterskin's mouth. Of immense use to any military organization.

Gull Skin: This container converts any liquid poured inside into fresh drinking water. It can hold up to 1 gallon of liquid at a time.

Limited: The enchantment needs to be refreshed once per month. This is a simple Adventurer ritual that consumes 10 GP per each preparation. Researching the ritual takes a week assuming another arcane expert willing to share their wisdom.



Appendix 5: Ritual Magic

This is a minor rule expansion intended to introduce ritual magic designed to render buildings inhabitable. These rules have been used to create rituals that turned Ice Buildings of Forstor Nagar into death traps:

- **Ritual Name.** Usually *Ritual of ...*
- **Description of ritual effect,** and if possible, means of reversing its effect. In order to preserve game balance, reversing ritual effects should be much easier than applying the effect, and achievable by about anyone given sufficient time, effort and resources.
- **Research Time.** Time needed to research the ritual. Unlike spells, ritual needs to be researched before one can cast it. Often, in order to perform research, certain components are required: access to magical laboratory, library, support of a sage.
- **Preparation Time.** This is the time needed to gather all resources needed to cast the ritual, draw circles, mumble magic words over ingredients and generally get yourself in proper state of mind. Specify all components needed to perform the casting. By default, a spellcaster needs to expend a spell slot containing spell related to the nature of the ritual effect.
- **Casting Time.** The time from the moment you announce beginning of the ritual until you complete the casting.
- **Casting DC.** The DC that must be met to achieve the success.
- **Limitations.** Specify reasonable limitations that limit applicability of this ritual. In general, rituals take long time to cast (unless you're a wizard with appropriate feat), are not effective in terms of combat as combat spells, but can have long durations. Additionally, Epic tier and rituals that alter reality on larger scale, are one-shot only. You don't do them more than once as the reality itself opposes this particular ritual.

Ritual of Cursed Dwelling

This ritual applies Ice death trap template to a building. This ritual can be cast in reverse to remove the template.

Research Time: None if you've already cast it at least once successfully. A week otherwise. Required access to an arcane description of the ritual or tutoring by the Oracle.

Preparation Time: An hour. Arcane symbols must be drawn at the lowest and highest floor. The building must have been formed of living ice. An ice-related or cold damage dealing spell must be expended, or alternatively, the caster must have experienced a great loss at the hands of the invaders, and they are using their righteous fury and desire for vengeance as fuel for the ritual.

Casting Time: An hour. The caster must stand on lowest floor, on the symbols, and move during the casting to the topmost floor and finish casting on the topmost arcane symbol.

Casting DC: Adventurer Hard for Structures level 1 (dog's kennel) to 4 (1-2 store simple building), Champion Hard for structures level 5 (3 floors and up) to 8 (minor fortifications), Epic Hard for structures beyond (fortifications, residences). Repeated attempts are possible, each requiring long rest in between.

Limitations: The caster must have obtained permission of the Oracle or the caster must have suffered a great loss at hands of the invaders.

Building Templates

Ice death trap Building

This building has been cursed to become an Ice death trap. Until someone removes the curse, or until the building hitpoints reach Staggered level, this curse is active.

Interior ice spikes: Any creature attempting to navigate through the inside of this structure finds their icy floors and walls shaped into hard and sharply pointed spikes. This reduces movement through this building to half speed. Any creature attempting to move a normal or running speed, is subject Ice spikes attack.

Ice death trap: The buildings in this area of the city have been cursed by defenders. At random they can grow deadly spikes trying to kill invaders. It is possible to avoid an attack by making DC 25 skill check and noticing tell tale minute signs that the curse is about to strike. Roll d20 each time anyone enters this building: 1 – Ice death trap attack occurs, 2-3 – Ice spikes attack occurs, 4-20 – the attacks do not take place this time.

[Special Trigger] Ice death trap (1d3 targets in a group) vs. PD—Deal normal damage as the ceiling and walls suddenly grow ice teeth and take a bite.

Mis: half damage.

[Special Trigger] Ice spikes (random person) vs. AC—Deal normal damage and the target is stuck in a cage of ice (Hard task DC to break or wriggle free, mook HP).



Appendix 6: Scaling Encounters

All encounters in this book have been created using the following assumptions:

- Champion Battle
- Party of 4 player characters, each at 4th level
- Standard encounter difficulty: The sum of monster level is equal to the sum of PC levels plus the number of PCs = $4*4+4 = 20$
- Harder encounters: The sum of monster level is equal to the sum of PC levels plus twice the number of PCs = $4*4+2*4 = 24$
- Since most creatures are at PC level, many encounters sport larger number of opponents and greater number of mooks. This means, that charging blindly may make the combat harder than anticipated.

For more experienced players or larger parties, these encounters may prove to be too easy or not enough varied. Therefore below you will find a list of reinforcements for Hungering Legion, that should increase difficulty.

Calculate the Increase

We are going to calculate the necessary increase of total monster levels, and then we will select monsters from the list.

- You start with 0 points.
- For every PC beyond four, add this PC level+1 points (so, for the 5th PC of level 4, add 5).
- For every step you want to make the battle harder, add number of PCs (and with 5 PCs, you add another five) in points.

Select New Foes

“Purchase” new monsters from the list below (the first number states the number of creatures purchased, the second – the cost of this batch of creatures):

- Hawk Trained for Hunting (1; cost: 1)
- Hungering Wolfhounds (2; cost: 2)
- Hopefuls (3; cost: 3)
- Hungering Skirmishers (5; cost: 4)
- Screeching Witch (1; cost 6)
- Hungering Ogre Champion (1; cost: 10)

Hawk Trained for Hunting (1; cost 1)

Small, but fierce and precise creature.

Level 0 wrecker [Beast]

Initiative +9

Blinding talons +5 vs. AC—3 damage.

On natural even hit: The target takes 5 bleeding damage and is blinded (Hard save ends, or first aid, DC 20, ends). See *Blinded Creature* template.

AC 19 PD 17 MD 10 HP 3

Hungering Wolfhounds (2; cost: 2)

Hungering madness corrupts.

1st level troop [beast]

Initiative: +4

Hungering bite +5 vs. AC—5 damage plus 5 bleeding damage, save ends, first aid ends (DC 15).

Keen senses: Attempts to hide from the Wolfhounds are DC 20 (Adventurer Hard task).

Quick: Runs at triple human walking speed.

Hungering digestion.

Hungering madness (adventurer).

AC 16 PD 15 MD 11 HP 24

Hopefuls (3; cost: 3)

Press ganged under the pain of death, barely into their initial rites and already suffering from hunger, abused and sent on suicidal missions. Scantily clothed and painted white, with blood trickling from their reforming mouths.

Names: None.

Level 3 mook [Humanoid]

Initiative +2

Knife, club, handaxe or any other pointy or sharp object +8 vs. AC—6 damage.

Pile up (cooperative attack, requires three Hopefuls and a single medium target, make one roll for all three attackers) +8 vs. PD—6 damage, the target is Hampered, Stuck and at -4 to attack. Effect lasts until the target successfully disengages or until all participants performing the attack are dead. Note that remaining Hopefuls tend to join Pile up attacks, up to 6 at any time (joining is a standard action with automatic success). All Hopefuls participating in a Pile up can attack as normal as long as they have standard actions left.

AC 17 PD 17 MD 13 HP 11



Hungering Skirmishers (5; cost: 4)

Relentless hunters, skilled in catching their prey alive... or at least fresh.

Names: Butter-Breaker, Stickman, Childer, Kisses.

Hungering 5th level mook [Humanoid]

Initiative: +8

Longknife cut +10 vs. AC—9 damage.

On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite vs. AC—Deal 5 bleeding damage (Champion tier: 10; Epic tier 20), save ends, first aid ends (DC 15; Champion tier DC 20, Epic tier DC 25).

C: Bolas +10 vs. PD—The target is stuck until move action is used to remove bolas.

R: Harpoon +10 vs. AC—9 damage, 5 bleeding damage (save ends, first aid ends DC 15) and the target move is halved until they take a move action to remove the harpoon.

Shortbow +10 vs. AC—9 damage.

Hungering digestion.

Hungering madness (adventurer).

Gear: Fur coat, flensing longknife, harpoon, bolas, light net, well-kept shortbow, rope, gray winter clothes.

AC 19 PD 19 MD 15 HP 18

Screeching Witch (1; cost: 6)

Filthy parody of human being, with a number of bones and scalps sewn to his clothes and skin.

Name: Getty Smear.

Hungering 6th level caster [Humanoid]

Initiative: +6

Surprisingly clean athame +11 vs. AC—12 damage and the target is subject to Vertigo attack.

On natural 16+: Follow through with free Hungering bite attack.

[Special Trigger] Hungering bite +9 vs. AC—10 bleeding damage, save ends, first aid ends (DC 20).

[Special Trigger] Vertigo +11 vs. MD—5 ongoing psychic damage and the target is Dazed and moves at half-speed, save ends.

C: Spit Acid +11 vs. PD (1d3 targets in a group)—21 acid damage, 5 ongoing acid damage, save ends.

R: Eyebleed +11 vs. PD (1d3 targets in a group)—12 damage, 5 bleeding damage and the targets are partially blinded taking -4 to all attacks, save ends.

C: Shadowreach +11 vs. MD (reach into own shadow and touch target's leg)—21, the target is Confused, save ends.

C: Shadowdive +11 vs. MD (all engaged targets)—Deal 12 psychic damage. Dive into one's own shadow, emerge from another shadow anywhere up to Far range within line of sight from shadow. Missed targets are allowed to execute an attack of opportunity.

Hungering digestion.

Hungering madness (champion).

Gear: warm fur armor, human bone jewelery, scalps sewn to clothes and one's skin, needle and thread.

AC 16 PD 20 MD 22 HP 83

Hungering Ogre Champion (1; cost: 10)

Pulsating mass of tattooed muscle that lives to mash everything into bloody paste, and then devour it with abandon.

Name: (unintelligible, but probably something simple and brutal)

Hungering Large 5th level wrecker [Humanoid]

Initiative: +10

Champion's battle-axe +10 vs. AC—30 damage

On natural 16+: Follow through with free Hungering bite attack.

Natural 5, 10, 15, or 20: The ogre champion gains a second standard action this turn, but not a third.

Mis: Half damage.

[Special Trigger] Hungering bite +10 vs. AC—10 bleeding damage, save ends, first aid ends (DC 20).

R: Heavy javelin +10 vs. AC (one nearby or far away enemy)—26 damage.

Mis: 10 damage.

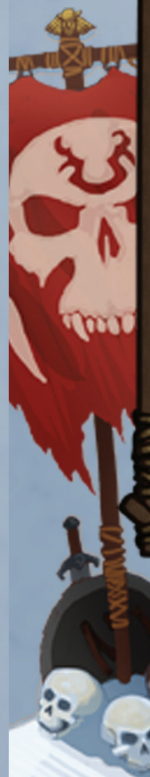
Slayer of wizards: Creatures engaged with the ogre champion take opportunity attacks from it when casting close spells as if they were casting ranged spells.

Hungering digestion.

Hungering madness (adventurer).

Gear: warm fur cloak with metal bits of armor sewn in, necklace of human heads, large bag of smelly scraps for the next meal, monstrous Champion's battle-axe, heavy javelin (4).

AC 21 PD 19 MD 18 HP 140



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