

Fifth Edition Done Rite

The Breaking of Forstor Nagar

City of Grinding Ice



by Ben McFarland

An adventure for
8th level characters.





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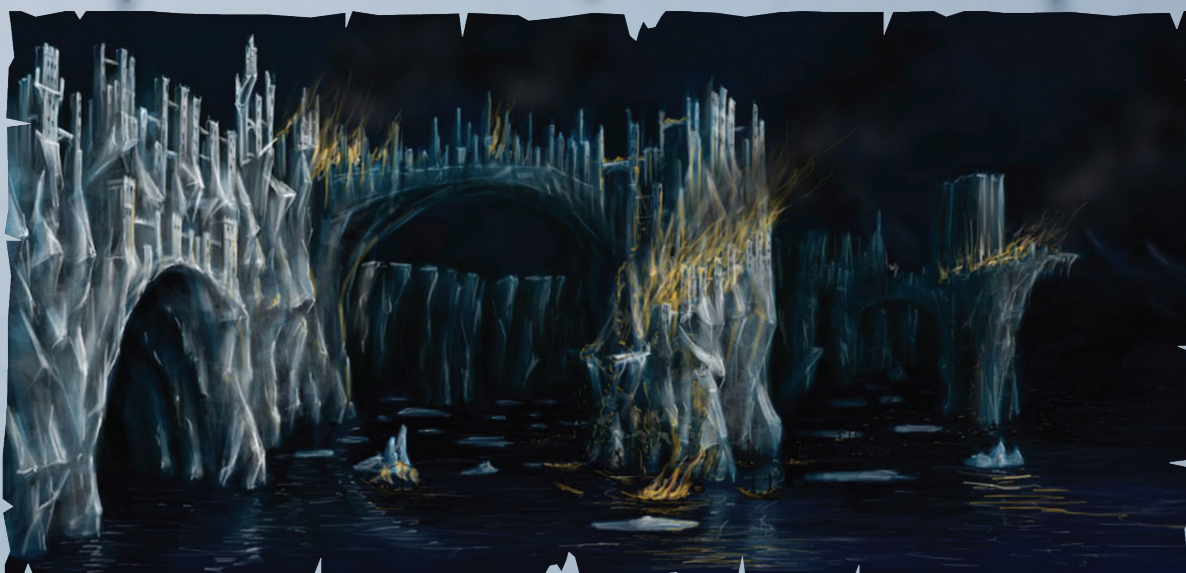
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Publisher: Steve Russell

Special thanks to our patrons: Bastian Dornauf, Bruce Atwell, Charles Krumins, Chris Doemel, Craig Johnston, Dennis Baker, Erik Stiene, Franz Georg Roesel, Gary Barker, Geoffrey Hart, Günther Hamprecht, James Patterson, Jason Kramer, Jesse Butler, Jonathan Trew, Karl Thiebolt, Keld Hjortskov, Kevin Reynolds, Mark Gedak, Michael Welham, Oliver von Spreckelsen, Paul Fijma, Phillip Ives, Thilo Graf, Tim Kleier, Troy Rein, William L Hayhurst

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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 very 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.



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.

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 due to 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. It is important to note that not all the invaders are fully transformed Legionnaires and therefore not every enemy has the template.

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. Use the following suggestions as possible hooks to get the party to Forstor Nagar, or create your own to better integrate the adventure into an ongoing campaign.

- 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 spell or magical effect.

- 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.

Regardless of the choice, the group arrives with the need to rescue Mathinder—without this motive, many of the elements of the adventure break.

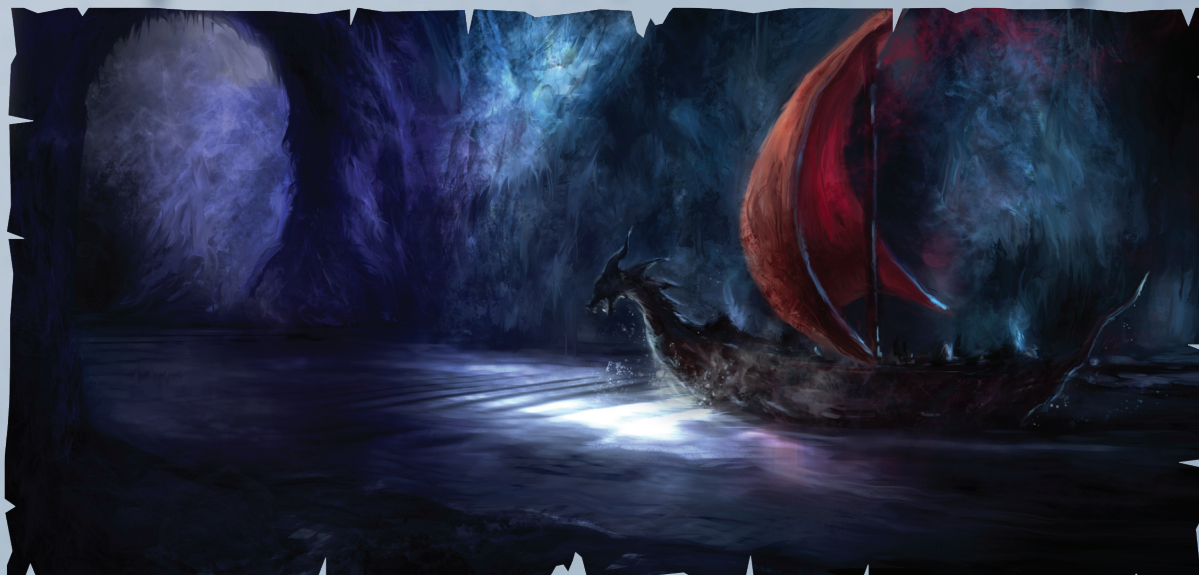
Part 1: A Bridge Over...

Setup

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, on a small ice shelf littered with a few beached fishing vessels, a group of soldiers man a small catapult.

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 rise up from the debris of their catapult and look up at the plume of smoke atop the ice sheet—first cheering, then 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. Ballistae 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 with 30hp or Strength check DC17). The gatehouse is within the glacier. Its walls are 6 inches thick. There is a straight 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.


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 (3hp/inch of thickness).

The adventurers have several options:

- Do nothing and find their way into the city.
- Attempt to board the fireboat as it passes underneath.
- Find another way to get to the ice shelf and halt the attackers, such as *fly* or *dimension door*.

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 penultimate shot from 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 3d6 points of nonlethal damage, reduced by 5 minutes and 1d6 nonlethal damage (to a minimum of 0) for every 5 by which they beat a DC 10 Investigation, Nature, or Survival check.

Environment

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

Wind: Strong winds (11-20mph) affect the bridge providing disadvantage to ranged weapon attacks and Wisdom (Perception) checks for hearing. At the end of its turn, any flying creature must land or fall.

Temperature: The general temperature here is very cold. Those not wearing winter clothing or without *endure elements* or cold resistance or immunity of some kind must make a DC 10 Constitution saving throw every half hour or gain one level of exhaustion.

Those falling in the ocean may suffer from hypothermia. Upon entering the water and every minute (10 rounds) in the water, creatures in the water without *endure elements* or cold resistance or immunity of some kind must make a DC 10 Constitution saving throw or gain one level of exhaustion.

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 10 Dexterity (acrobatics) check or fall prone. Those who fail by 5 or more suffer 1d6 nonlethal damage and land in a randomly determined adjacent square. The main bridge is 75 feet over the water and 70 feet above the deck of the fireboat.

Those more than 5 feet from the edge have partial cover (+2 to AC and Dexterity saving throws) from attacks originating below the plane of the bridge. Those more than 10 feet from the edge have three-quarter cover (+5 to AC and Dexterity saving throws). Those 15 feet from the edge or 10 feet and prone have total cover.

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 saving throw. 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 swift action, a character may make a DC 14 Wisdom (perception) check; success indicates they spotted an item. Items may be retrieved by taking a move action, provoking attacks of opportunity, and making a DC 10 Strength check to pull them from the ice in which they are partially frozen.

Frozen Items (roll 1d6)

1. 50 ft. silk rope
2. An iron pot
3. A hammer
4. A spell component pouch
5. A wicker basket
6. A leather pouch with a tinderbox

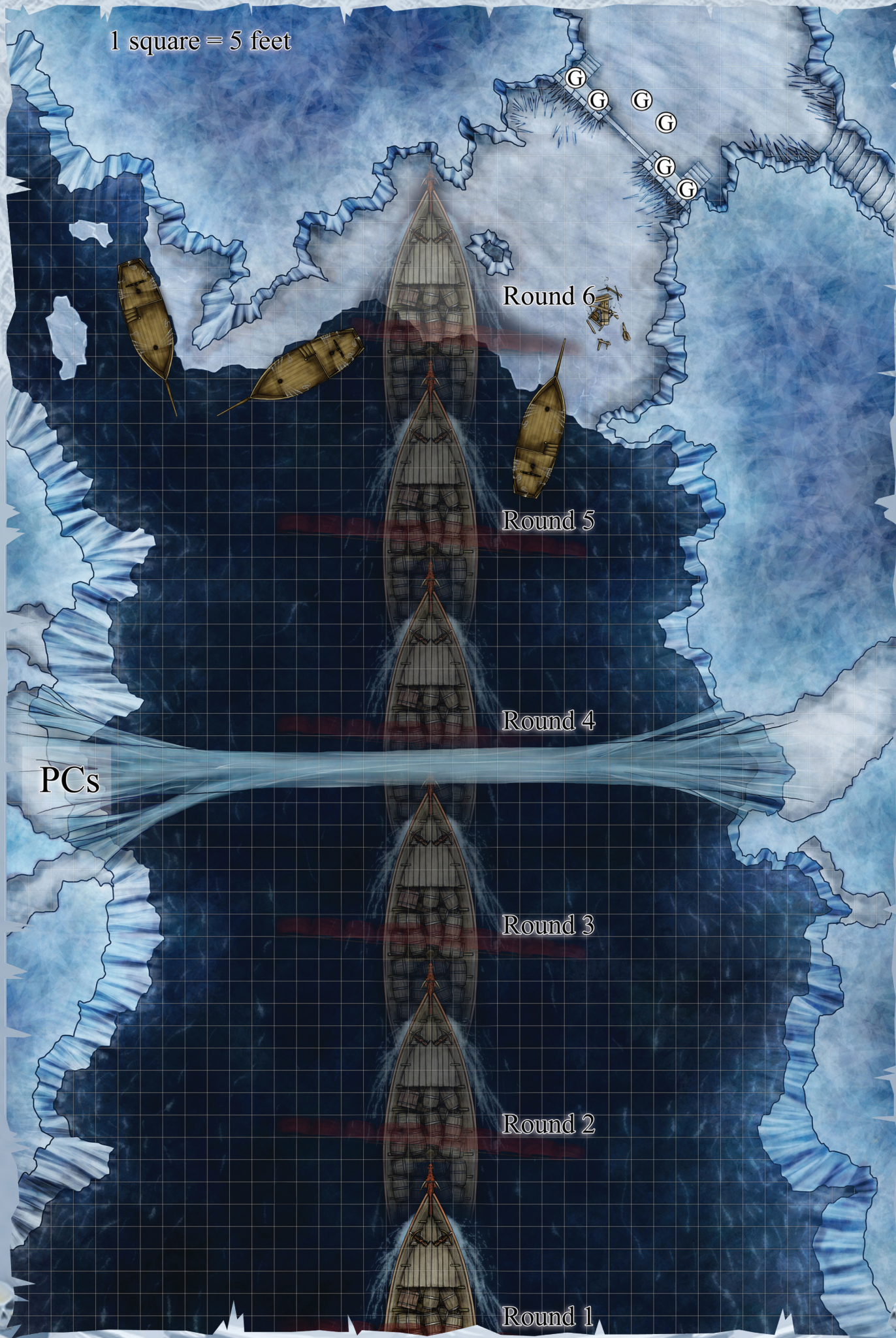
Fireboat (CR 9)

The fireboat is being propelled by a number of *gust of wind* effects, generated by Dohbin's wand (see appendix). It moves at a speed of 45 feet per round. Each of the fireboat's 36 5-ft. sections of square sail has a 10 hp and fire resistance. If 14 5-ft. squares are destroyed, the ship coasts on its remaining momentum, losing 10ft/round until it sits unmoving or beached. The ship's wheel is spiked in place. The submerged rudder has 100hp and fire immunity.

The cluttered nature of the deck provides partial cover to all those on board.

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. A lit lantern hangs from each ballista. Smashing a lantern against the deck is a full round action, provoking attacks of opportunity, which sets the rope (and that square of deck) on fire. Each round a square of deck burns, roll a d6 for each adjacent squares. On a

1 square = 5 feet



Round 6

Round 5

Round 4

Round 3

Round 2

Round 1

PCs

result of 5 or 6, the square next to the fire catches on fire. If two gallons of water are poured on a square, it will not light on fire. Squares suffering a continuous fire attack—*flaming sphere*, *scorching ray*, or a fire elemental's presence are started on fire. A *fireball* won't set the ship on fire, due to the constant spray of the surf and the *gust of wind* pushing the fireboat. If a number of contiguous squares of deck equal to twelve minus the total number of PCs are burning, the fireboat explodes, dealing 52 (15d6) damage (Dexterity saving throw DC 15 for half) to those on board and 24 (7d6) damage to those within 25 feet of the boat (Dexterity saving throw DC 12 for half).

The mast of the fireboat is about 40 feet high. The deck is 5 feet above the water.

Creatures: The Footmen operate the ballistae. The Infantry have drawn swords. The crew attacks the party with bows and ballista fire once they become aware of them on the bridge. Dohban stands at the wheel.



DOHBAN SPINDLEFIRE Medium humanoid (human) LE

Armor Class 17 (Mage Armor)
Hit Points 52 (9d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	18(+4)	14(+2)	16(+3)	12(+1)	10(+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Draconic, Elven

Challenge 6 (2,300)

Spellcasting. Dohban is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC14, +3 to hit with spells). Dohban has cast *mage armor* and has the following spells prepared:

Cantrips(at will): *fire bolt*, *shocking grasp*, *Poison Spray*, *Ray of Frost*

1st level (4 slots, 3 remaining): *burning hands*, *detect magic*, *mage armor*, *magic missile*

2nd level (3 slots): *invisibility*, *scorching ray*, *mirror image*

3rd level (3 slots): *haste*, *fireball*, *fly*

4th level (3 slots): *dimension door*, *fire shield*, *ice storm*

5th level (1 slot): *cone of cold*

Arcane Recovery. 3 total spell levels per day

Sculpt Spells. Can chose to not hit 1+spells level targets in an evocation spell's area.

Potent Cantrip. (See the 5th Edition Player's Core Rulebook)

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4) piercing damage.

FOOTMAN OF THE HUNGERING LEGION (4) Medium humanoid (human) LE

Armor Class 17 (scale mail, shield)

Hit Points 40 (7d8+7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	13(+1)	10(+0)	11(+0)	14(+2)

Saving Throws Con +3, Wis +2

Senses passive Perception 10

Languages Common

Challenge 2 (450)

ACTIONS

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: 7 (1d8+3) slashing damage.

Ballista. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., on target. Hit: 16 (3d10) piercing damage.

Multiattack. The Footman of the Hungering Legion makes two Battleaxe attacks.

REGULAR INFANTRY OF THE HUNGERING LEGION (6) Medium humanoid (human) LE

Armor Class 14 (chain shirt)

Hit Points 23 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	13(+1)	10(+0)	12(+1)	14(+2)

Saving Throws Con +3, Wis +2

Senses passive Perception 11

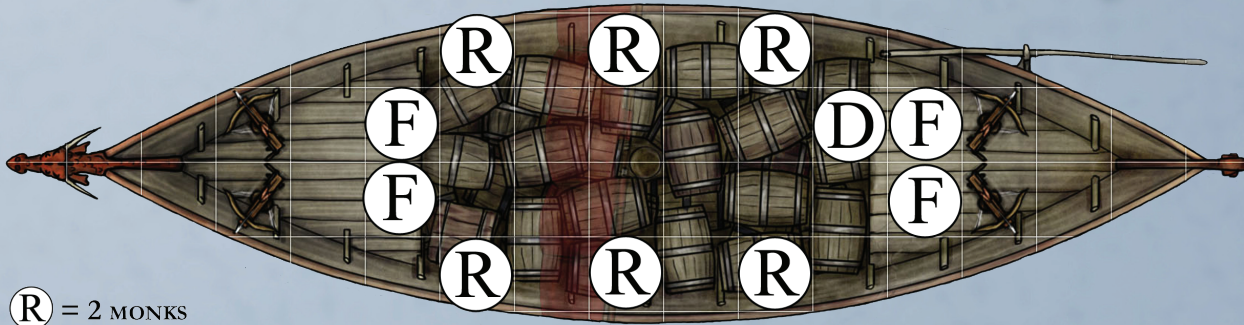
Languages Common

Challenge 1/2 (100)

ACTIONS

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: 6 (1d8+2) slashing damage.

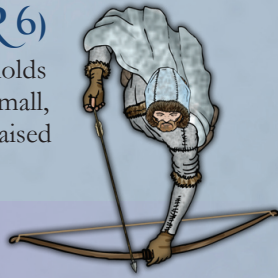
Light Crossbow. *Ranged Weapon Attack:* +3 to hit, reach 80/60 ft., one target. Hit: 4 (1d6+1)



(R) = 2 MONKS

The Ice Shelf (CR 6)

A garrison of six defenders holds the gate on the ice shelf. A small, broken catapult rests on the raised platform.



**GARRISON
DEFENDERS (6)
CR 2**

23 hp each (use the stats for Regular Infantry of the Hungering Legion, above)

Notes on Part 1

What if the players summon water elementals or attempt to attach a *wall of Ice* from the bridge down to the sea?

Water elementals could definitely swamp the boat or prevent the boat from either bursting into flames or crashing into the fishing dock. Ideally, it might even provide an escape route for groups who want nothing to do with the Oracle or the Hungering Legion.

A *wall of ice* is more problematic. On a strict reading of the spell, a vertical wall must be anchored to the floor, not the ceiling, and so it's not precisely rules-as-written to attempt to hinder the ship with a wall dropping down from the bridge, but a generous game master might permit it. A wall stretching across the channel near the waterline could be about 200 feet long, 12 inches thick and 10 feet high for an 11th level caster. The wall does 30 (5d6) damage to any fireboat as it crashes through, delaying its arrival on the ice shelf for one round while the wizard speeds it up again with the wand.

Scaling the Encounter

To increase this encounter's difficulty to CR 10, change two of the Regular Infantry to Footpads (see part 8) and one of them into a Hungering Legionnaire (see part 6).

Part 2: Into the City Setup

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 flat 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 this part of the adventure:

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 raw, 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.



Notes on Part 2

Some groups may have the capability to fly for extended periods, but the lightning ballista in this encounter should cause groups to pause and reconsider their actions. Also, any directions given to the characters by the Garrison Defenders in part 1 or other NPCs are provided from a walking perspective, including landmarks and signs not visible to someone flying overhead.

For those intent on flying higher up to avoid the ballista and better observe the landscape, the distance and overcast sky makes this difficult (disadvantage to anyone without low light vision). Flying at higher altitudes also draws the attention of siege engines and archers within the city—GMs are encouraged take random missile attacks against the group every five rounds.

Random Fire +5 to hit; 1d4 to determine damage (1: shortbow— (3)1d6; 2: longbow— (4) 1d8; 3: sling— (2) 1d4; 4: siege engine— (10) 3d6)

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 points (marked with asterisks) with torches, 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 disadvantage on all ranged missile attacks and flying creatures must land at the end of their turn or fall.

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 10 Constitution saving throw every half hour or gain one level of exhaustion.

Flying Considerations (CR 7)

Creatures who fly over the rooftops in the sepia colored areas risk drawing fire from the lightning ballista. The DC to notice flying creatures is:

Base DC	+1/10ft from Ballista
Point 1	DC 10
Point 2	DC 15
Point 3	DC 20
Creatures flying low to the rooftops	disadvantage to Wisdom(Perception)
Creatures flying more than 5ft above the rooftops	advantage to Wisdom(Perception)

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

LAST DEFENDERS OF FORSTOR NAGAR (2)

Medium humanoid (human) LN

Armor Class 14 (chain shirt)

Hit Points 90 (12d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	16(+3)	10(+0)	16(+3)	14(+2)

Skills Perception +3

Saving Throws Con +6, Wis +6

Senses passive Perception 16

Languages Common

Challenge 3 (900)

ACTIONS

Longsword. Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 6 (1d8+2) slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, reach 80/60 ft., one target. Hit: 4 (1d6+1)

Multiattack. Last Defender of Forstor Nagar makes two longsword or two light crossbow attacks

Lightning Ballista

A lightning ballista is mounted on a platform constructed of wood with heavy copper reinforcements, weighing 500lbs. It must remain on this platform to function. If removed from the mount, the ballista may be fired once more, and then breaks apart. Otherwise, it fires 10 times before requiring a 30 minute recharging period.

Activation Standard action, provoking attacks of opportunity. Two people, both using a full-round action, may fire the ballista twice in a round, each on their initiative.

Area of effect 240 ft. line

Damage *First target:* 4 (1d8) sonic damage 10ft radius (Constitution saving throw DC 13 or be stunned and deafened for 1 round) and 18 (5d6) electricity damage (Dexterity saving throw DC 15 for half)

Any other targets in line of effect: 18 (5d6) electricity damage (Dexterity saving throw DC 15 for half)

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. This reduces movement through these buildings to half speed and requires a DC 12 Dexterity saving throw after leaving

each building. Failure indicates the character suffered 1d6 damage and injured themselves, reducing their speed by half. This penalty lasts for 24 hours or until the wounded creature receives magical healing.

Creatures unconcerned about stealth may smash their way through the structures, but doing so provides the guards Wisdom(Perception) checks. Success indicates the soldiers manning the barricade are alerted to the characters' presence and react accordingly, suspecting a Legion attack.

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 12 Intelligence(History) check or a DC 15 Wisdom(Perception) check made before crossing each rooftop permits the character to note dangers and indicate them to others intending to move across the structure. A check which fails by three or less identifies trouble spots, but not the type of hazard posed by the site. A second character may attempt to make another check to identify these new dangers. Possible issues include:

Dangerous Terrain—This section of roof is weakened, but not ready to collapse. It is treated as rough terrain and requires a DC 12 Dexterity saving throw. Failure indicates that the character suffers (11) 2d10 damage and must spend a full round action freeing his foot. The lightning ballista crew should make a Perception check opposed by the character's Stealth check (made with disadvantage).

Slippery Roof—This rooftop section is slick, sloped, and uneven. It requires a DC 12 Dexterity(Acrobatics) check to navigate. Failure indicates you've fallen prone. A DC 15 Dexterity saving throw permits the character to prevent falling prone, but still requires the character to make a Dexterity(Stealth) check vs the ballista crew passive perception of 16. Failure indicates the character has fallen prone and attracted the guards' attention. Characters who fall prone within 5 feet of the rooftop's edge must make a DC 10 Dexterity saving throw or fall 30 feet to the ground. Such an impact imposes a disadvantage to the character's Stealth check.

Collapsing Roof—Any time a character attempts to cross one of these sections, he is required to make a DC 15 Dexterity saving throw or fall the two stories down into the spiky area below.





Internal traps, the ice, and the fall mean anyone who falls suffers (10) 3d6 points of damage and needs to find a way back up to continue on through the structures. The character must make a Dexterity(Stealth) check vs. the lightning ballista crew's passive perception check of 16.

Barricade (CR 10)

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 15 Strength check, made as a move action and provoking attacks of opportunity, 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 has fire resistance, AC 5, and 70hp.

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 (4) CR 5

90 hp (use the stats from Flying Considerations, above)

ARCHERS OF FORSTOR NAGAR (2) Medium humanoid (human) LN

Armor Class 14 (chain shirt)
Hit Points 90 (12d8+36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	18(+4)	16(+2)	10(+0)	16(+3)	14(+2)

Skills Perception +3

Saving Throws Con +3, Wis +5

Senses passive Perception 16

Languages Common

Challenge 4 (1,100)

Aim. Instead of a move, a Archers of Forstor Nagar can aim at a target. The first ranged attack that the Archers of Forstor Nagar makes this round has advantage.

Marked Target. If an Archers of Forstor Nagar hits a target with a second ranged attack in the same turn, the second attack does an extra 5 (1d10) damage.

ACTIONS

Longsword. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 6 (1d8+3) slashing damage.

Longbow. Ranged Weapon Attack: +6 to hit, reach 120/360 ft., one target. Hit: 9 (1d10+4)

Multiattack. Last Defender of Forstor Nagar makes two longsword or two longbow attacks

Treasure: The barricade defenders have their gear and a small strongbox hidden in one of the wagons with two *potions of healing*. Finding the box requires a successful DC 15 Wisdom(Perception) check if a character actively searches the barricade.

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 lightning ballista 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.

Scaling the Encounter

To increase the CR of this encounter to CR 11, consider adding one more Archers on the rooftops.



Part 3: A Fleeting Paradise Setup

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.” Adventurers flying from encounter 2 find the recently falling rain prevents them from ascertaining their position. When they decide to descend, they land (or drop low enough to determine their relative location) in the same area. Give the group a moment to decide where they might choose to land and then continue to the boxed text.

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.

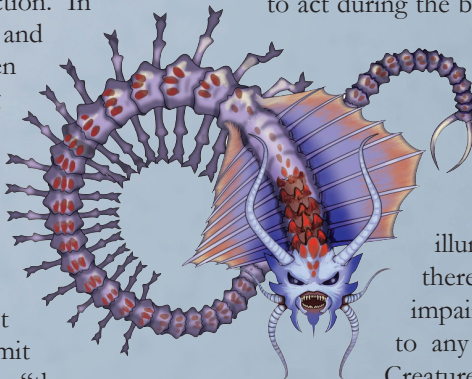
If the party does not reveal themselves

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!



Unless the characters possess some way to prevent it, the remorhaz receives a surprise action. In this action, 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. It hunts around for a few rounds, eating a couple of the monkeys if no other targets exist. If the adventurers have some way to act during the beasts' initial attack, permit them to respond appropriately. See "the greenhouses," below, for more details.



at the whole melee. If the adventurers have some way to act during the beasts' initial attack, permit them to respond appropriately. See "The Greenhouses" below for more details.

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 disadvantage on all ranged weapon attacks and lying creatures must end their turn on the ground or fall.

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 10 Constitution saving throw every half hour, or gain one level of exhaustion.

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 exited 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.

Unless the characters possess some way to prevent it, the remorhaz receives a surprise action. In this action, 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

The Greenhouses (CR 10)

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. Those able to inflict another 75 hp of damage to the structure cause it to collapse, inflicting 52 (15d6) damage to any creature inside. The damaged Greenhouse has AC 5 and 75hp.

Creatures: Drugged remorhazes stabled in nearby ice caves heat the air in the greenhouses and keep the environment warm. Bombardment from the Legion's siege engines broke up this remorhaz's chamber and roused it from its stupor. It then proceeded to rampage into the plaza, chasing the unfortunate keeper who had gone to administer the creatures' drugs. It attacks any adventurers visible in the plaza, fighting to the death.

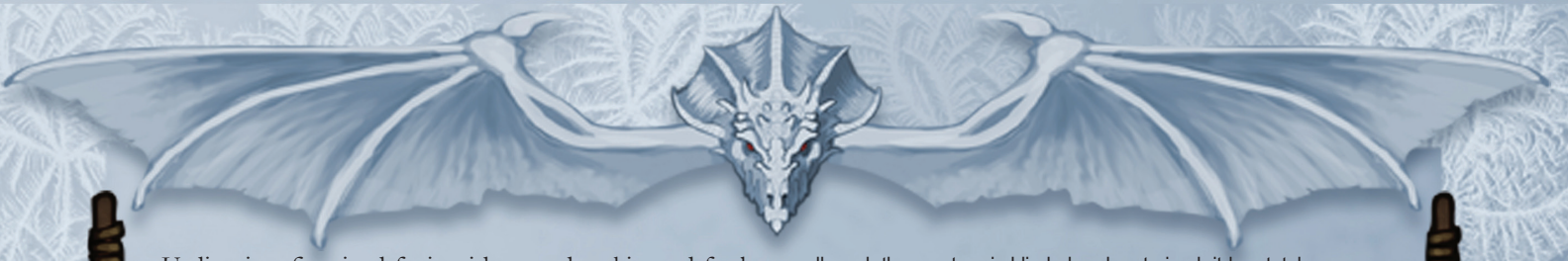
The monkeys live within the greenhouses, trained to collect the fruit and vegetables growing inside and fling urdien fruit at any intruders. They can throw the fruit with a 30-foot range increment and each carries one piece of fruit. As an action, they can collect another piece of fruit.



PCs

A AETTA
M MONKEY

1 SQUARE = 5 FEET



Urdien is a fist sized fruit with a tender skin and foul smelling juice, prone to bursting when thrown at a creature. The remorhaz is immune to the fruit's effects.

MONKEY (20)

Small beast, unaligned

Armor Class 11

Hit Points 3 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	10(+0)	2(-4)	10(+0)	5(-3)

Senses passive Perception 13

Languages -

Challenge 0 (10)

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. Hit: 1 piercing damage.

Urdien fruit. *Ranged Weapon Attack:* +1 to hit, reach 20 ft., one target. Hit 1 bludgeoning damage and Urdien fruit poison.

DRUGGED REMORHAZ

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d8+85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	13(+1)	20(+5)	4(-3)	6(-2)	5(-3)

Saving Throws Con +2, Wis -4

Damage Immunities cold, fire

Senses darkvision 60ft., tremorsense 60ft., passive Perception 1

Languages -

Challenge 10 (5,900)

Drugged. A drugged remorhaz has lower Constitution and Wisdom saving throws as well as a lower attack due to the effects of the drugs give to keep it asleep.

Heated Body. A creature that couches the remorhaz or hits it with a melee attack while within 5 ft of it takes 10 (3d6) fire damage.

ACTIONS

Bite. *Melee Weapon attack.* +9 to hit. reach 10 ft., on target *Hit:* 40(6d10+7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the remorhaz can't bit another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the creature takes the bite's damage and is swallowed, and the grapple ends. While

swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns. When first swallowed, the creature must make a DC 15 saving throw or be poisoned by the drugs in the remorhaz's system. Affected creatures get a new save at the end of each round while still in the remorhaz or automatically save after leaving the remorhaz.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Urdien Fruit (range increment 30ft.)

A creature that ingests or is hit with a Urdien fruit must succeed at a Constitution saving throw DC 10 or take 3(1d6) damage on a failed saving throw or half as much on a successful one.

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 only mildly cold, requiring no Constitution saving throws.

Scaling the Encounter

To increase the CR of this encounter to 11, remove the drugged condition from the remorhaz, increase its save to their normal levels, and increase it attack to +11.

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.

MONKEYS (20)

CR 0

hp 3 each (use the stats above)

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 rations for 1 person. A dozen whole urdien fruit can be scavenged, if desired.



Development: A short search (Wisdom(Perception) DC 17) 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; doing so provides a 500 XP story award. 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; provide a 500 XP story award. 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.

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. The precipitation is heavy and cold enough higher up that those flying beneath the cloud cover must make a Constitution saving throw versus the temperature every minute or suffer the effects detailed in the Environment section. Visibility while flying beneath the cloud cover is limited to 300 feet. Flying over the sleet is possible, but there is no way to tell where the Diplomatic Compound is without some way to see through the cloud cover.

Travel from the plaza to part 4 requires about 25 minutes on foot. Those attempting to fly between destinations must make two DC 15 Wisdom(Survival) checks or become lost. Lost groups have a 20% chance every 10 minutes of encountering a defender patrol (30%), a lightning ballista emplacement (20%) or a Legion patrol (50%). Initial distance between groups is 300 feet, the passive perception for city occupants to spot opposing groups is 10. Flying characters spot ground-based groups with a Wisdom(Perception) DC of 7 (disadvantage if flying above 50 feet).

Defender Patrol (CR 10)

ARCHERS OF FORSTOR NAGAR (2) CR 4

hp 90 each (use that stats from part 2)

LAST DEFENDERS OF FORSTOR NAGAR (4) CR 5

hp 90 each (use the stats from part 2)

Lightning Ballista Emplacement (CR 9)

ARCHERS OF FORSTOR NAGAR (2) CR 4

hp 90 each (use that stats from part 2)

LAST DEFENDERS OF FORSTOR NAGAR (2) CR 5

hp 90 each (use the stats from part 2)

LIGHTNING BALLISTA

use stats from part 2

Legion Patrol (CR 10)

HUNGERING LEGIONNAIRES (2) CR 5

hp 40 each (use the stats from part 4)

REGULAR INFANTRY OF THE HUNGERING LEGION (6) CR 1

hp 23 each (use the stats from part 1)

Part 4: Knock, Knock

Setup

Groups approach the barricade from the south, unless they are lost from attempting to fly in the poor visibility and rain, 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.

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 The Garrison attempts to find the party DC15 for the group's Stealth check. Failure indicates the Hunger Devils detected the group and communicated this telepathically to the Garrison. The Garrison is hidden with a +15 Stealth check opposing the characters' Perception. Failure indicates the Garrison gains a surprise round against the characters.

Savior Groups Have the players make a group Dexterity(Stealth) check versus the Garrison's 7 passive perception (this includes the penalty due to the weather). 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 they may attempt to surreptitiously eliminate the guard. No other guards notice the alley guard's silent incapacitation. Provide the adventurers a surprise round against the Garrison.

All other Groups Have the players make a group Dexterity(Stealth) checks versus the Garrison's passive perception 15 (this includes the penalty due to the weather). 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

Environment

Light The area has normal illumination. Creatures cannot use Stealth without invisibility or cover. At night, the area has normal illumination within 30 feet of the fires, and dim illumination 30 feet beyond that.

Weather The sky is stormy and it is sleeting (disadvantage on all Wisdom(Perception) checks). Six rounds after combat begins, the Legion's and players' smaller fires extinguish. Twenty rounds after combat begins, the Legion's larger fire extinguishes. The precipitation becomes a snowstorm in 10 minutes.

Wind Strong winds (11-20mph) affect this area providing disadvantage on all ranged weapon attacks and Wisdom(Perception) checks. Flying creatures must land at the end of their turn or fall.

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 10 Constitution saving throws or gain one level of exhaustion.

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. This reduces movement through these buildings to half speed and requires a DC 10 Dexterity saving throw after leaving each building. Failure indicates the character suffered (3) 1d6 damage and injured themselves, reducing their speed by half. This penalty lasts for 24 hours or until the wounded creature receives magical healing.

Creatures unconcerned about stealth may smash their way through the structures, but doing so provides the guards advantage on Wisdom(Perception) checks (+5 to their passive perception score). Success indicates the soldiers manning the barricade are alerted to the characters' presence and react accordingly, suspecting a Legion attack.



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 10 Intelligence(History) check or a DC 15 Wisdom(Perception) check made before crossing each rooftop permits the character to note dangers and indicate them to others intending to move across the structure. Possible issues include:

Dangerous Terrain—This section of roof is weakened, but not ready to collapse. It is treated as rough terrain and requires a DC 10 Dexterity saving throw. Failure indicates that the character suffers 3 (1d6) damage and must spend an action freeing his foot. The stuck character should make a Dexterity(Stealth) check with disadvantage opposed by the lightning ballista crew

Slippery Roof—This rooftop section is slick, sloped, and uneven. It requires a DC 12 Dexterity(Acrobatics) check to navigate. Failure indicates you've fallen prone. A DC 15 Dexterity saving throw permits the character to prevent falling prone, but still requires the character to make an Dexterity(Stealth) check versus the ballista crew's passive perception. Failure indicates the character has fallen prone and attracted the guards' attention. Characters who fall prone within 5 feet of the rooftop's edge must make a DC 12 Dexterity saving throw or fall 30 feet to the ground. Such an impact imposes disadvantage on the characters Dexterity(Stealth) check but the lightning ballista crew's passive perception of 16.

Collapsing Roof—Any time a character attempts to cross one of these sections, he is required to make a DC 15 Dexterity saving throw or fall the two stories down into the spiky area below.

Internal traps, the ice, and the fall mean anyone who falls suffers 10 (3d6) points of damage and needs to find a way back up to continue on through the structures. The character must make an Dexterity(Stealth) check versus the ballista crew's passive perception of 16.

Barricade (CR 10)

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 20 Strength check, made as a move action and provoking attacks of opportunity, 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 has fire resistance, AC 5, and 70hp.

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 unsated bite and digestion power, killing the prisoner adjacent to him. The legionnaire attempts to kill spellcasters or clerics first. The hunger devils engage the meanest, most heavily armored foes first, attempting their hungering gaze attacks before attacking with their kukris 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

Medium humanoid (human) LE

Armor Class 18 (chain shirt, shield, natural armor)

Hit Points 105 (14d8+42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	16(+3)	10(+0)	10(+0)	16(+3)

Skills Perception + 3

Saving Throws Con +6, Wis +6, Cha +6

Senses passive Perception 13

Languages Common

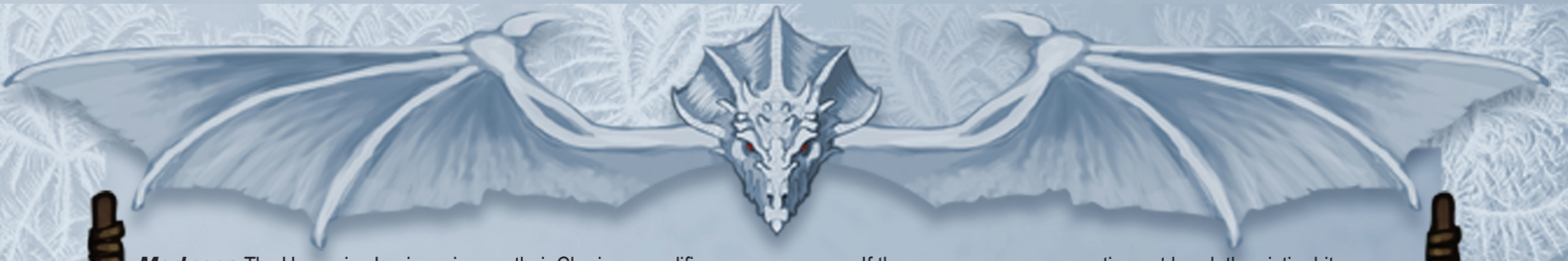
Challenge 5 (1,800)

Protection. If the Hungering Legionnaire is adjacent to an ally and the ally is targeted by an attack that hits a single target, the Hungering Legionnaire can use its reaction to impose disadvantage to the attack.

Full Defense. If the Hungering Legionnaire uses a full defense action, it can make one attack as a bonus action.

Unsated Bite. Targets of unsated bite must make Constitution saving throw DC 14 or gain one level of exhaustion.

Digestion The Hungering Legionnaire gains 16 temporary hit points, +10 ft to speed for 5 rounds. A hungering creature can use this ability as a free action a number of times per day equal to its hit dice, but only after a successful Unsated Bite attack. Benefits of successive attacks with Digestion do not stack.



Madness The Hungering Legionnaire use their Charisma modifier on Wisdom saving throws instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a miracle or wish can remove a hungering creature's madness. If this occurs, the creature gains 6 points of Wisdom and loses 6 points of Charisma.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit: 7 (1d8+4) slashing damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, reach 30/120 ft., one target. Hit: 9 (1d10+2)

Unsated bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit: 12 (2d8+4) piercing damage.

Multiattack. The hungering legionnaire makes two longsword and a bite attack or two javelin attacks and a bite attack

HUNGER DEVIL (3)

Medium fiend (devil) LE

Armor Class 13 (natural armor)

Hit Points 60 (8d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	15(+2)	16(+3)	10(+0)	9(-1)	11(+0)

Saving Throws Str +5, Con +5, Wis +1

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poison

Senses passive Perception 13

Languages Infernal, telepathy 120 ft.

Challenge 3 (700)

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Consumptive wounds. Damage from the hunger devil's kukris causes the flesh to begin to rot. The creature is afflicted as per the poison condition. Creatures affected by consumptive wounds must make a Constitution saving throw DC 13 at the end of their turn to remove the effect. If the creature fails the saving throw, it takes 4 (1d8) damage. Each time a creature afflicted by consumptive wounds is hit with a hunger devil's kukri, increase the damage by another 4 (1d8) to a maximum of 3d8 per turn.

ACTIONS

Kukri. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit: 7 (1d6+3) slashing damage.

Multiattack. The hunger devil makes two kukri attacks.

Hungering Gaze. The hunger devil gazes at a single creature that can be driven mad with the desire to consume anything edible. If the target fails a DC 18 Wisdom saving throw, the victims suffering from the hungering gaze still defend themselves but spend 2 (1d4) rounds doing nothing but eating the supplies on hand, including

corpses. If there are no corpses or rations at hand, the victim bites himself for 1 points of damage per round. The gaze has a range 30 feet Individuals unaccustomed to eating corpses or who bite themselves as a result of this attack must make a Constitution saving throw DC 13 or vomit for 2 rounds. During these two rounds, they are aware of attacks, but may not attack other creatures. They may take reactions and move, but may not use actions.

REGULAR INFANTRY OF THE HUNGERING LEGION (8) CR 1

hp 23 each (use the stats from part 1)

Scaling the Encounter

To make this encounter CR 11, change one of the Hunger Devils into a Hungering Legionnaire and add two Regular Infantry.

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

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 be bluffed by the Legionnaires in return, as they feign the turnover of prisoners only to attack when the characters try to take possession. 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.

Other characters may caption the Legionnaires and attempt to interrogate them. How much of the plan the Legionnaire knows is up to the DM, but consider that not every member of the Legion knows the full scope of operations in Forstor Nagar. Some are noncommissioned officer equivalents, in charge of executing missions and not part of the larger strategy development.

The Compound Defenses

Guards inside the compound watch the battle from lookout positions behind the wall or at the gate. The gate itself has fire resistance, AC 5, and 70hp. The wall around the Diplomatic Compound is made of 5-foot-thick reinforced ice mixed with sawdust and has AC 5 and 180hp.

Anyone attempting to force their way through the gate or attack the wall finds themselves the target of numerous arrows from gate guards (six longbow attacks; +3 ranged attack 6 (1d8+2) and several shock troops waiting with spears when the gate is at half-hit points (four longspear attacks; +3 melee attack 6 (1d8+2)).

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 fly 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 a *zone of truth* spell, 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.

NPC Prisoners

Gans Hammerssen (N male human; Intelligence(History) +7) Gans is a brewmaster with one eye, known for his mead (Intelligence(History) DC 13). He has lived in Forstor Nagar for twenty years and hid a cache of 10 gems (each worth 50 gp) in one of the casks currently stuffed into the barricade. Desperate to survive, he'll offer to reveal it if freed.

Frey Tansan (CN female human; Wisdom(Insight) +5) 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.

Harn Helmholtz (CG male old human) 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.


Tally (Thalanasia) Moonbow (LN female elf; Dexterity(Stealth) +6) 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.

"Stubby Hand" (N male human; Charisma (Deception) +6; Wisdom (Survival) +5) "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.

3 additional human commoners (AC 10, 4hp)







Part 5: The Diplomatic Compound

Setup

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 Characters Flew In (CR 10)

Invisible characters may choose their time and manner of initiating contact. The defenders are hostile to any characters flying 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 20 Charisma(Persuasion) check 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 (4)

hp 90 each (use the statistics from part 2.)

LAST DITCH DEFENDERS OF THE DIPLOMATIC QUARTER (6)

medium humanoid(human), LN

Armor Class 18 (breastplate, shield)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	14(+2)	10(+0)	12(+1)	8(-1)

Senses passive Perception 11

Languages -Common

Challenge 1 (200)

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit: 6 (1d8+2) slashing damage.

Javelin. *Ranged Weapon Attack:* +4 to hit, reach 20/60 ft., one target. Hit: 6 (1d6+3) piercing damage.

Morale The guards fight for three rounds before Mathinder comes out of the embassy, calling for the fighting to stop. If the characters continue attacking, nine 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 “Development” 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 Eلسur.”

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 component pouches, 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.

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. Wisdom(Perception) checks are made at disadvantage.

Wind: Strong winds (11-20mph) affect the bridge providing disadvantage to ranged weapon attacks and Wisdom (Perception) checks for hearing. At the end of its turn, any flying creature must land or fall.

Temperature: The general temperature here is very cold. Those not wearing winter clothing or without *endure elements* or cold resistance or immunity of some kind must make a DC 10 Constitution saving throw check every half hour or gain one level of exhaustion.

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 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 these buildings to half speed and requires a DC 10 Dexterity saving throw after leaving each building. Failure indicates the character suffered 3(1d6) damage and injured themselves, reducing their speed by half. This penalty lasts for 24 hours or until the wounded creature receives magical healing.

Creatures unconcerned about stealth may smash their way through the structures, but doing so provides the guards advantage on Wisdom(Perception) checks (+5 to their passive perception score). Success indicates the soldiers manning the barricade are alerted to the characters' presence and react accordingly, suspecting a Legion attack.

Across the Rooftops

Some groups may attempt to navigate the rooftops of this area. Various hazards make many sections unstable or dangerous to cross. Refer to previous rules for rooftop travel in part 2.

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 (LN male human Noble), 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 respected philosopher.

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. For those groups requiring it, a DC 15 Charisma(Persuasion) check shifts Elssur's mood from Indifferent to Friendly.

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.

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 must be dominated to leave without them. Doing so will earn his enmity beyond this adventure, but that may or may not matter to the party.



Once convinced, Elssur leaves for a few minutes. He goes to Mathinder and explains the situation. Mathinder the Wise (NG male old human, 10 hp) 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?"

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 Indifferent

Mathinder remains indifferent 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 (NG female human): 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.

Ghornach (NG male dwarf) Ghornach has been living in Forstor Nagar while learning techniques to add frost effects to his weapon creations.

Quinten (NE male human) 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*.

Pherom (LN male human) 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.

Part 6: Flight into Ruin

Setup

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 unmanned.

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.

Environment

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

Wind: Strong winds (11-20mph) affect the bridge providing disadvantage to ranged weapon attacks and Wisdom (Perception) checks for hearing. At the end of its turn, any flying creature must land or fall.

Temperature: The general temperature here is very cold. Those not wearing winter clothing or without *endure elements* or cold resistance or immunity of some kind must make a DC 10 Constitution saving throw check every half hour or gain one level of exhaustion.

Compound Fortifications


The wooden canal gate has fire resistance, AC 5, and 70 hp. It employs a good lock (Dexterity(Slight of Hand) DC 15) that keeps a heavy bar of bound and alchemically-treated oak in place (fire resistance, AC 5, 45 hp).

The wall around the Diplomatic Compound is 5-foot-thick reinforced ice mixed with sawdust and has AC 5 and 180 hp.

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 hardness and can be smashed open with 40 hp of damage or 20 hp of fire damage. 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 13 Intelligence(Investigate) or Wisdom(Perception) check identifies these weak points.

Bridge & Canal

The bridge is 3-foot-thick reinforced ice mixed with sawdust (AC 5, 108 hp), 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 or 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 with the fire descriptor that causes more than 10 hp of damage makes the bridge slippery for 2 rounds as per the *grease* spell. Those who fall in a square along the edge of the bridge must also make a DC 15 Dexterity saving throw save or plunge into the canal.

The canal water is freezing and PCs who fall in must succeed at a DC 10 Constitution saving throw save every round or gain one level of exhaustion.

Wagon

There is nothing unusual about the wagon's construction (AC 5, 100 hp), 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 (AC 5, 60 hp). 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.

Three Regular Infantry soldiers push the wagon 5 feet per round. Two more Regular Infantry operate the pitchcaster and two Legionnaires and a hunger devil escort it.

Pitchcaster: The device creates a 30-foot-cone from the front-center of the wagon which deals 20 (6d6) fire damage, Dexterity saving throw DC 16, save for half damage. A failed save indicates the character is covered in burning tar, and suffers 10 (3d6) fire damage the next round, and 3 (1d6) fire damage the third round.

Escaping the Compound (CR 10)

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. 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. They provoke attacks of opportunity (AC 10, see part 5 for hit points) and have an Dexterity(Acrobatcs) and Dexterity saving throw of +3.

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.

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. These reinforcements continue arriving until the party escapes. They attack civilians first.

HUNGERING LEGIONNAIRES (2) CR 5

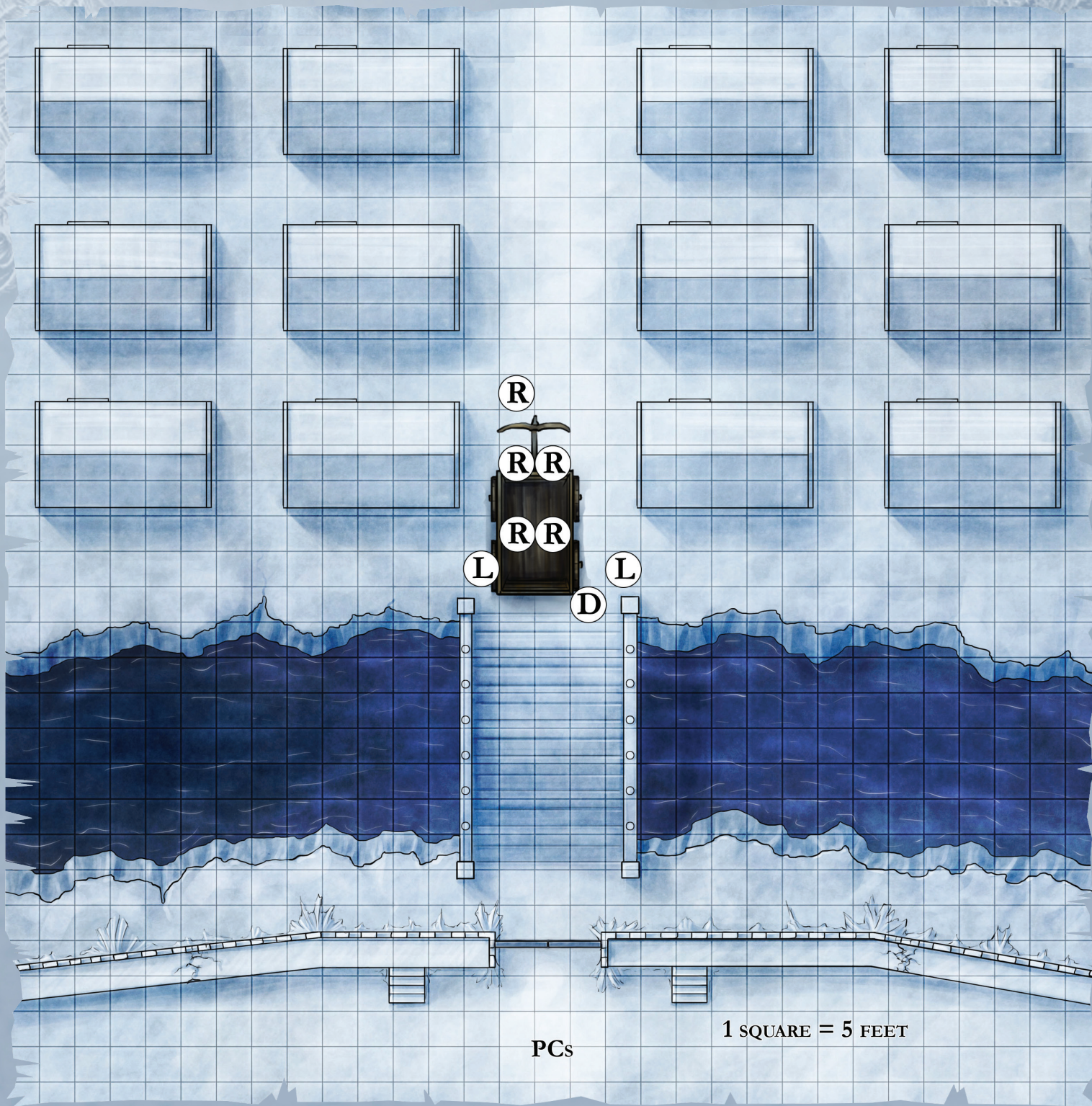
hp 105 (use the stats from part 4)

HUNGER DEVIL CR 3

hp 60 (use the stats from part 4)

REGULAR INFANTRY OF THE HUNGERING LEGION (5) CR 1

hp 23 (use the stats from part 1)





Scaling the Encounter

Groups looking for an additional challenge can increase the CR to 11 by adding one Hungering Legionnaires.

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. A DC 16 Wisdom(Insight) check indicates he is holding something back. A DC 10 Wisdom(Perception) 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 16 Wisdom(Insight) 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 (CR9)


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 14 Wisdom(Insight) 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.

Environment

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

Wind: Strong winds (11-20mph) affect the bridge providing disadvantage to ranged weapon attacks and Wisdom (Perception) checks for hearing. At the end of its turn, any flying creature must land or fall.



Temperature: The general temperature here is very cold. Those not wearing winter clothing or without *endure elements* or cold resistance or immunity of some kind must make a DC 10 Constitution saving throw every half hour or gain one level of exhaustion.

The Reflecting Pool

The water in this pool is liquid, but deathly cold. Those falling into the water must make a DC 10 Constitution saving throw or suffer one level of exhaustion. Any further checks against the cold environment suffer disadvantage until the fallen individual dries out. Clothing freezes after 10 minutes, making the individual have disadvantage on all actions until he or she dries out. Bars of metal in the center of the fountain's column, enchanted with a permanent heat metal spell, keep the water melted.

Hostages

There are 10 hostages in the pavilion (if PCs have already met some who are repeated here, replace them with earlier NPCs they didn't encounter or unnamed, generic NPCs).

Andah Bernstein (N male human acolyte, 9 hp [currently 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.

Borongle Dungleddorf (NG male gnome adept, 12 hp [currently 5]) 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.

Clea Freysdottir (N female human adept, 9 hp [currently 7]) 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.

Dwarim Cein-dai (CN male elf, 12 hp [currently 6]) 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.

Eduardo Gaincammo (LN male human noble, 9 hp) 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.

Ghornach (NG male dwarf, 12 hp [currently 10]) Ghornach has been living in Forstor Nagar while learning techniques to add frost effects to his weapon creations. He lost three fingers to the Legionnaires.

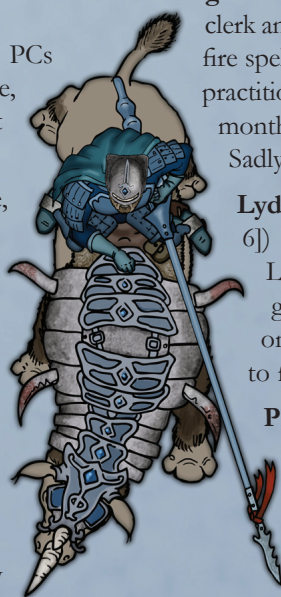
Ignacia (N female human adept, 12 hp) Ignacia is a clerk and scribe to one of the Temple Elders. She loves fire spells and considers herself a very modest magical practitioner. She hates being cold and was saving her monthly stipend to depart Forstor Nagar eventually. Sadly, she knows Legionnaires looted her savings.

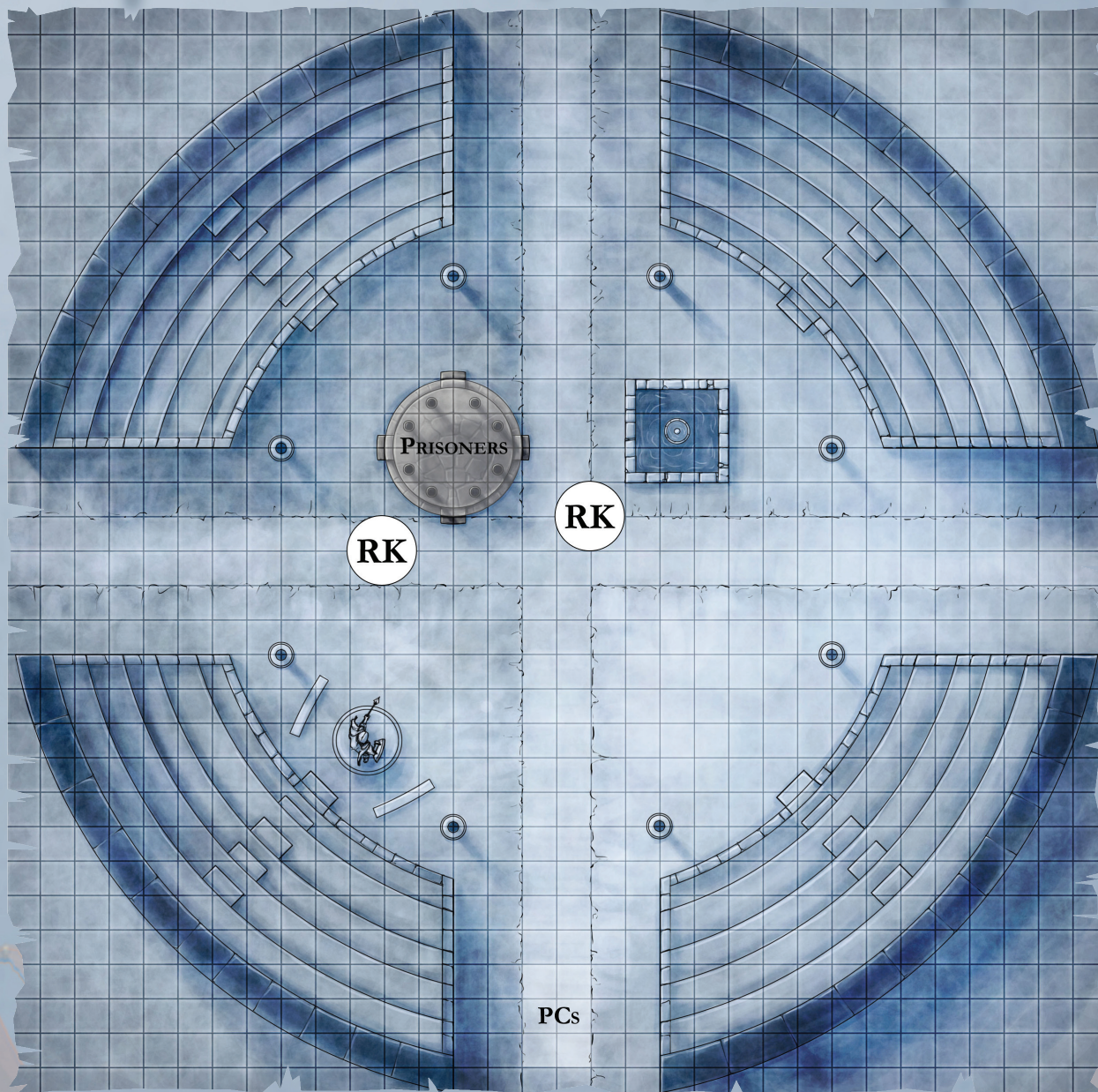
Lydia Elara (CG female half-elf, 10 hp [currently 6]) Working as an exotic dancer and courtesan, Lydia once sold peculiar bits of information she gleaned in her line of work. A Legionnaire took one of her ears. She loves diamonds and wants to find her best friend, Alandra.

Pherom (LN male human adept, 12 hp) The youngest son of a minor noble house, Pherom dabbles in the arts of wizardry and swordplay. He fears for his life but fancies Lydia.

Triscan Lovijar (LG male human, 17 hp [currently 13]) Triscan is a (currently unarmed) dual-mace wielding bodyguard, and a stern advocate of law and order. He has sworn to protect Pherom.

Creatures The rhino knights attack mages and range characters while using their War Rhinos to charge enemies and trample any melee forces. 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.





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 20 Charisma(Persuasion) check shifts the Knights' mood from Hostile to Friendly, whereupon they release the prisoners to the party and depart.

WAR RHINO (2)

Large beast, Unaligned

Armor Class 15 (natural armor, barding)

Hit Points 85 (10d10+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	10(+0)	16(+3)	2(-4)	10(+0)	5(-3)

Senses passive Perception 10

Languages -

Challenge 4 (1,100)

Trample. If the war rhino is engaged with an enemy, the war rhino can use its gore attack as part of a move. If the gore attack hits the enemy, moving away from that enemy does not provoke an opportunity attack.

Charge. As an action, a war rhino may take its full movement and a gore attack.

ACTIONS

Gore. Melee Weapon Attack: +8 to hit, reach 5ft., one target. Hit: 23 (4d8+5) piercing damage and throw the enemy 10 feet (DC13 Dexterity saving throw or enemy lands prone).

RHINO KNIGHTS (2)

CR 4

hp 90 each (use the statistics from part 2 for the Archers of Forstor Nagar.)

Scaling the Encounter

For a harder battle, consider a CR 11 encounter with an extra War Rhino and Rhino Knight.

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 700 gp, a backpack containing 8 gold bars worth 50 gp each, a small silver coffer with 5 platinum pieces. A black silk bag holds 5 emeralds worth 20 gp each and a copper and amber necklace with a fire motif worth 40 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 Dexterity(Stealth) +5. 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.

Perception PCs who succeed at a DC 12 Wisdom (Perception) check realize that the men on the ground are all dead. If anyone scores a DC 17 or higher, he sees 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!”

Sense Motive PCs who succeed at a DC 15 Wisdom (Insight) 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.

Environment

Illumination Mirror-backed *light* spells provide this area with normal illumination, day or night. Creatures cannot use Stealth without invisibility or cover.

Temperature: The general temperature here is very cold. Those not wearing winter clothing or without *endure elements* or cold resistance or immunity of some kind must make a DC 10 Constitution saving throw every half hour or gain one level of exhaustion.

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 the wall at the end of the second round of combat. The party may wish to attack the wall sooner; the Purification Temple Seal has AC 5 and 36 hp.

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

Effect: Blocks of jagged ice (15 (4d6) cold damage, DC 14 Dexterity saving throw for half damage); multiple targets (all targets within fifteen feet of the seal.)

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. Statue pedestals have AC 5 and 36 hp.

Effect: Blocks of jagged ice (Atk +5 touch; 14(4d6) bludgeoning damage); multiple targets (all targets within a fifteen-ft cone in the direction of the falling statue.)

Pool (CR 11)

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.

Creatures 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.

The dragon bursts through the ice wall opposite the main entrance at the end of the second round, or after the devil is slain—whichever happens first. 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 large white dragon steps 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 tries to grapple and then drop 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.

HUNGER DEVIL

CR 3

hp 60 (use the stats from part 4)

FOOTPAD OF THE HUNGERING LEGION medium humanoid (human), LE

Armor Class 15 (padded leather)

Hit Points 110 (20d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	18(+4)	12(+1)	14(+2)	14(+2)	10(+0)

Saving Throws Dex +7, Wis +5

Skills Perception +5, Stealth +7

Senses passive Perception 15

Languages -Common

Challenge 4 (1,800)

Sneak attack. Any attack the Footpad of the Hungering Legion makes that the target is unaware or also engaged with other opponents gets an additional 14 (4d6) damage

ACTIONS

Multiattack. The Footpad of the Hungering Legion makes two rapier attacks or two light crossbow attacks.

Rapier. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: 9 (1d8+4) piercing damage.

Light Crossbow. Ranged Weapon Attack: +7 to hit, reach 30/120ft., one target. Hit: 9 (1d8+4) piercing damage.

REGULAR INFANTRY OF THE HUNGERING LEGION (3)

CR 1

hp 23 (use the stats from part 1)

THE ORACLE Large Dragon, CE

Armor Class 17 (natural armor)

Hit Points 171 (18d10+72)

Speed 40 ft., burrow 20ft., fly 80ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	10(+0)	18(+4)	6(-2)	14(+2)	12(+1)

Saving Throws Dex +3, Con +7, Wis +5, Cha +4

Skills Perception +8, Stealth +3

Damage Immunities cold

Senses blindsight 30ft., darkvision 120ft., passive Perception 18

Languages -Common, Draconic

Challenge 8 (3,900)

Ice Walk. The dragon can move across and climb any icy surfaces without any checks.

Legendary Resistance (2/Day). After failing one saving throw, it can succeed instead.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5ft., one target. Hit: 16 (2d10+4) piercing damage plus 4 (1d8) cold damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5ft., one target. Hit: 12 (2d6+4) slashing damage.

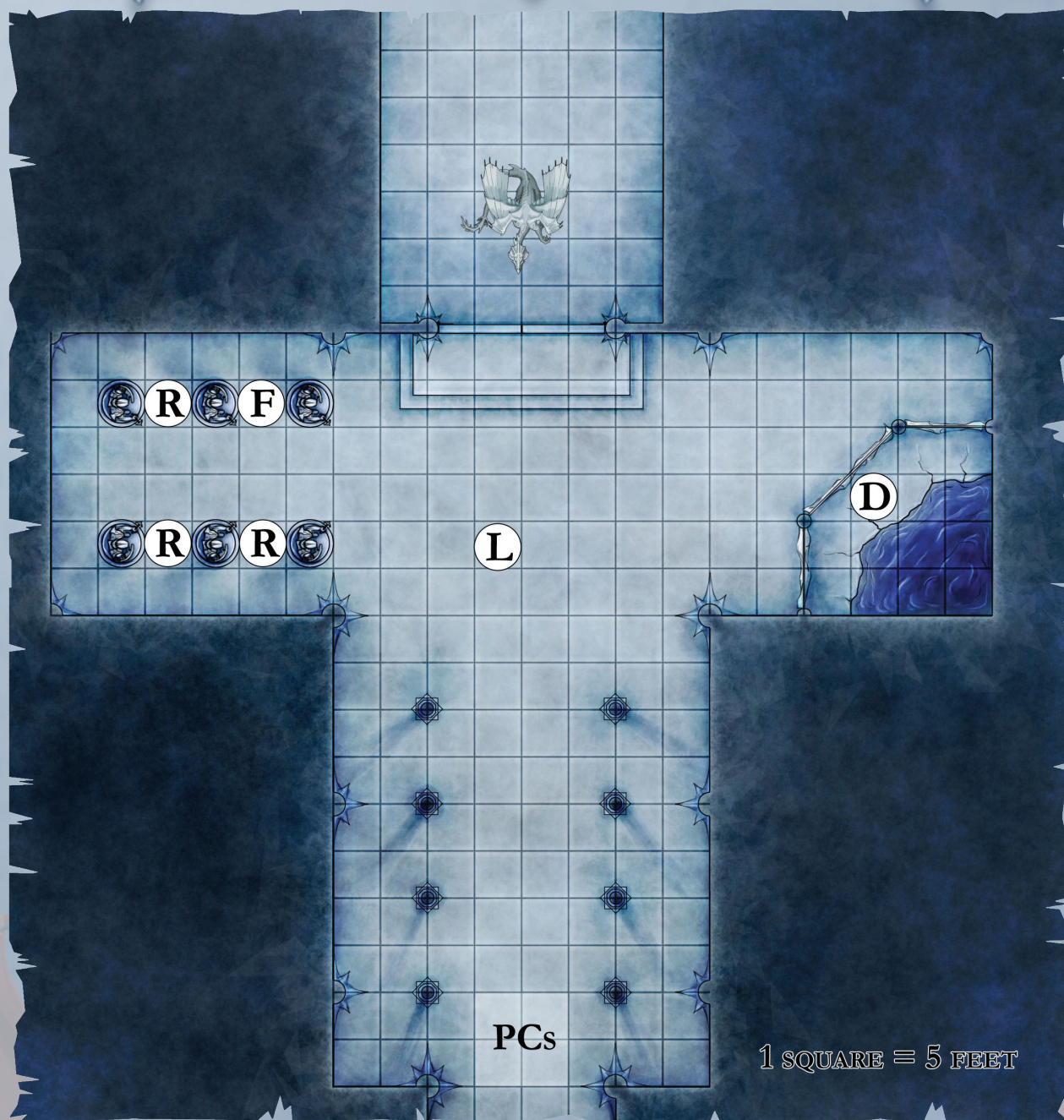
Cold Breath (Recharge 5-6) The dragon exhales an icy blast in a 30-foot cone. each creature in that area must make a DC 17 Constitution saving throw, taking 50 (11d8) cold damage on a failed save, or half as much damage on a success.

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

Notes on 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, 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's evil, 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.

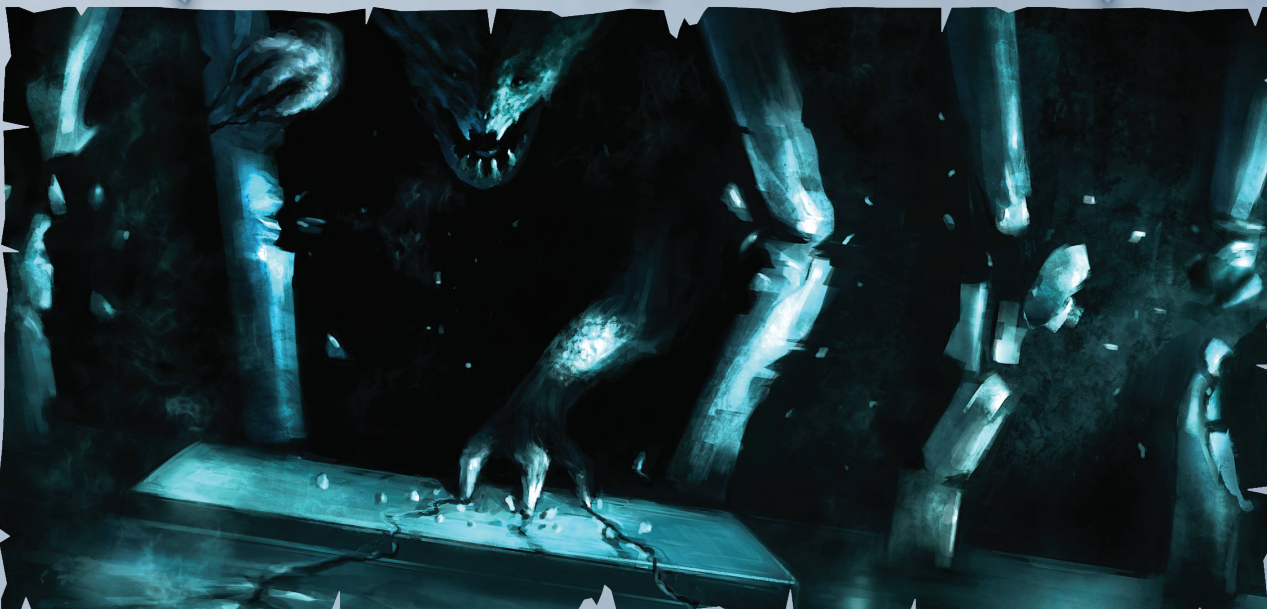


Scaling the Encounter

To increase the difficulty of this battle to CR 12, add one additional Footpad of the Hungering Legion.

Development

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 lightning ballista arrive and unleash lightning bolts into the doors until they have been cleared of enemies.

Enemy Squad (CR 9)

HUNGERING LEGIONNAIRE

CR 5

hp 66 (use stats from part 6)

FOOTPAD OF THE HUNGERING LEGION

CR 5

hp 110 (use the stats above)

REGULAR INFANTRY OF THE HUNGERING LEGION (6)

CR 1

hp 23 (use the stats from part 1)

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 slight variant of the normal species.

Certainly, you could change that fact, and provide it with a power that permits it to make a single attack once per round at an additional +10 to hit, or increase the DC of its breath weapon by 2. This makes it a much greater challenge, but not enough to add 1 to its CR.

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?

Part 9: Escape from the Grinding Ice Setup

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 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

CR5

Type mechanical; Wisdom(Perception) DC 15; Dexterity (Slight of Hand) DC 15

EFFECTS

Trigger location; **Reset** none

Effect 40-ft.-deep pit (18 (4d6) falling damage); pit spikes (Atk +3 melee, 2 (1d4) spikes per target for 4 (1d4+2) damage each); DC 20 Dexterity saving throw avoids; multiple targets (all targets in a 10-ft. square area)

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

FROST KNIVES TRAP

CR5

Type mechanical; Wisdom(Perception) DC 15; Dexterity(Slight of Hand) DC 14

EFFECTS

Trigger location; **Duration** 3 rounds; **Reset** none

Effect jets of freezing water (10(3d6) cold damage, DC 14 Dexterity saving throw for half damage); multiple targets (all targets in a 40-ft. square chamber)

This trap doesn't trigger until someone enters the marked space, and then it affects anyone moving through the short tunnel.

Roving Legionnaires (CR 10)

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

REGULAR INFANTRY OF THE HUNGERING LEGION (6)

CR 1

hp 23 (use the stats from part 1)

FOOTPADS OF THE HUNGERING LEGION (3)

CR5

hp 110 (use the stats in part 8)

Scaling the Encounter

To increase the CR of this encounter, add one addition Footpad of the Hungering Legion and one Irregular Infantry of the hungry legion.



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

FALLING ICE SHARDS TRAP CR5

Type mechanical; Wisdom(Perception) DC 14; Dexterity(Slight of Hand) DC 17

EFFECTS

Trigger location; **Reset** none

Effect Atk +6 melee 35(10d6); multiple targets (all targets in a 10-ft. square)

It triggers when the third character enters the marked area.

Environment

Illumination There is no light in the passages, save what the characters bring with them. Mirror-backed *light* spells provide the teleportation circle with normal illumination. Creatures in that chamber cannot use Stealth without invisibility or cover.

Temperature: The general temperature here is very cold. Those not wearing winter clothing or without *endure elements* or cold resistance or immunity of some kind must make a DC 10 Constitution saving throw every half hour or gain one level of exhaustion.

The Pursuing Legion (CR 8)

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:

HUNGERING LEGIONNAIRE CR 5

hp 105 (use the statistics in part 4)

FOOTPAD OF THE HUNGERING LEGION CR 4

hp 110 (use the statistics from part 8)

REGULAR INFANTRY OF THE HUNGERING LEGION (6) CR 1

hp 23 (use the statistics in part 1)

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.

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

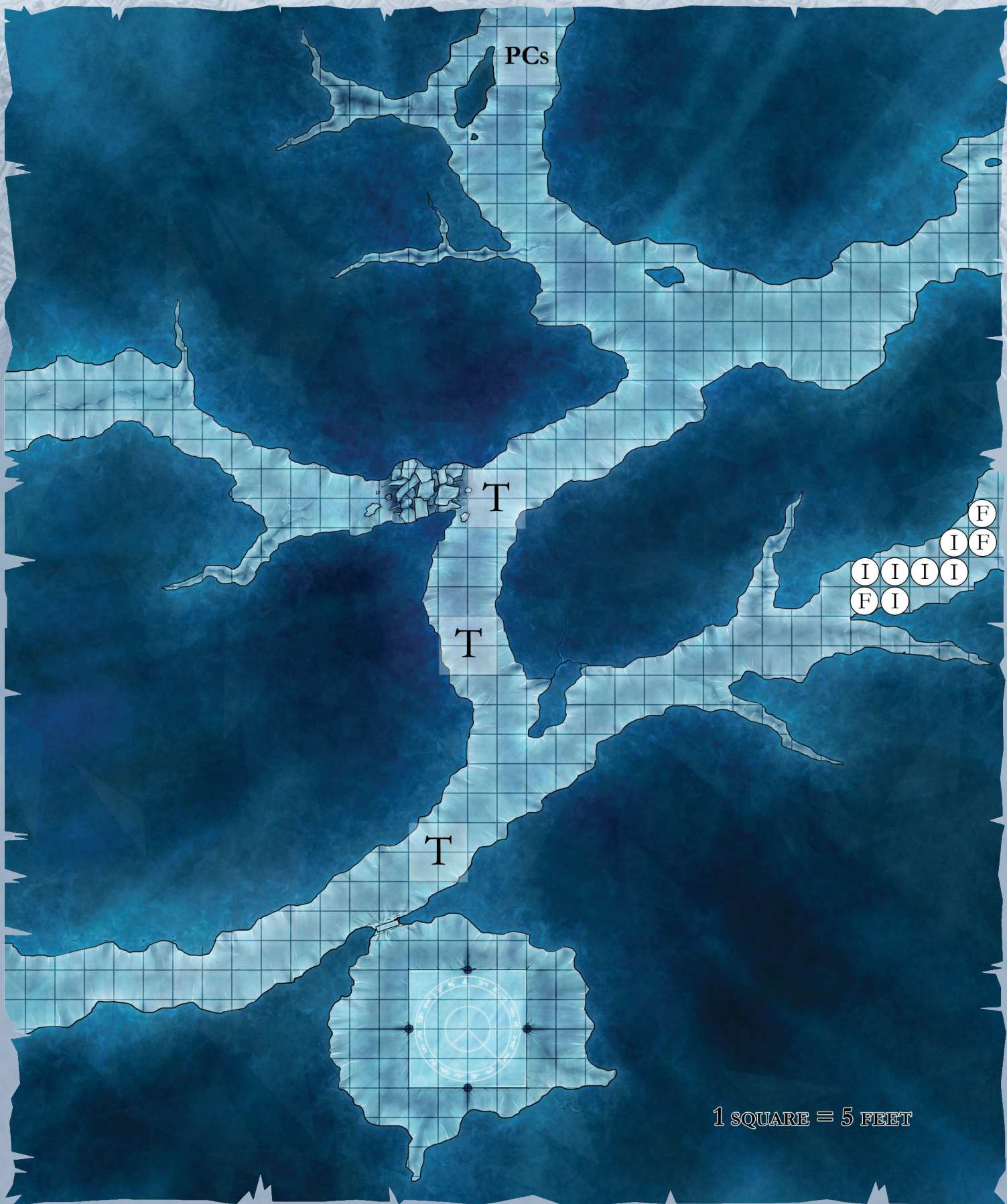
For game masters wishing to increase the tension surrounding the characters' escape, consider requiring a complex skill check to activate the teleportation circle. The following challenge is provided for this purpose, although it is a variant—it presumes the circle will be activated, regardless of the 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: Moderate Difficulty (5 successes before 3 failures)

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.



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1 SQUARE = 5 FEET





The characters should be solicited for possible actions. Skills which might be useful in this challenge include Bluff, Concentration, Diplomacy, Disable Device, Intimidate, Knowledge (arcana), Knowledge (engineering), Spellcraft, or Use Magic Device. It's also possible the players may come up with different uses of other skills or spells which seem suitable. If something sounds fun or interesting, give the option a chance for success using a base DC 12 for skills, and reasonable uses of spells—like a *ray of frost* to help hold an icy brick in place.

Failures

First Failure:

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

FALLING ICE SHARDS

CR3

Effect Atk +7 melee 10 (3d6); multiple targets (all targets in room)

Second Failure:

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

FROST KNIVES

CR3

Effect jets of freezing water (15 (5d6) cold damage, DC 14 Dexterity saving throw for half damage); multiple targets (all targets in the chamber)

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 PITS

CR5

Effect 40-ft.-deep pit (23 (4d10) falling damage, DC 16 Dexterity saving throw avoids); multiple targets (all targets in chamber)

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.

Skills

Bluff, Diplomacy, or Intimidate (DC 14):

These skills can provide up to two successes and are only available if the party escorts refugees out of Forstor Nagar. A party might use these skills to:

- Keep refugees within the circle while affecting repairs
- Requesting refugees assist the wounded or incapacitated
- Direct refugees to assist with repairs by recovering stones, holding pieces in place, or performing some other action like pouring water to help freeze a stone back into place.

Slight of Hand DC 13:

These skills can provide up to two successes. A party might use these skills to:

- Physically holding a piece of the structure in place, so the magics flow appropriately
- Creating a makeshift repair to keep a portion of the structure intact
- Modifying the structure slightly to deal with a irreparable section

Intelligence(arcana)DC 12:

These skills can provide up to three successes. At least one success of the five must be made using one of these skills. A party might use these skills to:

- Adjust the magic sigils to account for modifications to the structure
- Create new sigils or runes to replace lost or damaged portions of the structure
- “Trick” the magic to momentarily work properly one more time
- Reactivate the magics of the circle, causing the teleport to occur

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.

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. However, their time as prisoners of the Legion leaves them with 1d4 points of drain on three different ability scores, reflecting the harsh and abusive nature of the Hungering Legion’s treatment.

Appendix New Items

FLENSING WEAPON

Weapon (any melee), rare

DESCRIPTION

Decorated with barbed and hooked motifs, a flensing weapon causes all Strength checks and attacks to be made at disadvantage for one day on a critical hit. This weapon also provides +1 to attack and damage.

CONSTRUCTION

Requirements *ray of enfeeblement*; **Cost** 5,000gp **Days** 200
Aura minor necromancy

ARACHNID BOLA

Wondrous item, uncommon

DESCRIPTION

Fashioned from a sticky, rubbery grey material, this bola explodes into a cocoon of webbing that grapples a target after a successful ranged weapon attack. An arachnid bola can affect a target up to Large size. It provides disadvantage to any grapple check made DC15. If successful, the target is grappled. After two failed attempts to escape the grapple, the target is considered pinned. After four failed attempts to escape the grapple, the target is considered bound. The webbing has AC of 15 and 20 hit points. If reduced to 0 hp, the item is destroyed. The webbing releases with a command word. The item can be used once per day.

CONSTRUCTION

Requirements *web*; **Cost** 600 gp **Days** 44
Weight 2 lb. **Aura** minor conjuration

AURORA VIAL

Wondrous item, uncommon

DESCRIPTION

A rainbow-hued liquid usable 1/day fills this small, ivory vial. If poured over a small mound of ice or snow, it causes multicolored flames to burst into being, providing warmth and light as a campfire of an appropriate size for 10 hours or until the ice melts. If the liquid is poured into the hand and flung into the air as a standard action provoking attacks of opportunity, it creates an effect equivalent to casting *hypnotic pattern* with a duration of 5 rounds (Wisdom saving throw 13 negates).

CONSTRUCTION

Requirements *hypnotic pattern* **Cost** 400 gp **Days** 16
Weight 1 lb. **Aura** minor transmutation and illusion

GHOUL NET

Wondrous item, uncommon

DESCRIPTION

Crafted from sickly pinkish tendons and yellow-white ligaments set with sharp, bony hooks, this net causes any target hit to also suffer the effects of a *ghoul touch* spell (Constitution saving throw 13 negates). Creatures who fail this save are paralyzed. The radius of the smell is 10 ft. The net has 25 hit points and requires a DC 15 Strength check to rip open. If the target deal damage to the net, it is rendered useless.



CONSTRUCTION

Requirements *ghoul touch*; **Cost** 600 gp **Days** 24
Weight 6 lb. **Aura** minor necromancy

GULL SKIN

Wondrous item, common

DESCRIPTION

Made from the skin of an actual sea gull and designed so the gull's beak acts as the waterskin's mouth, this container converts any liquid poured inside into fresh drinking water. It can hold up to 1 gallon of liquid at a time.

CONSTRUCTION

Requirements *create water, purify food and drink*; **Cost** 100 gp **Days** 4
Weight 1 lb. **Aura** minor transmutation

WAND OF GUST OF WIND

Wondrous item, uncommon (requires attunement by a spellcaster)

DESCRIPTION

The wand has 7 charges. While holding it, you can use an action to expand one of its charges to cast the Gust of Wind spell (save DC 15) from it.

The wand regains 1d6+1 expending charges daily at dawn. If you expand the wand's last charge, roll a d20. On a 1, the wand crumbles into dust, which blow away, and is destroyed.

CONSTRUCTION

Requirements *create water, purify food and drink*; **Cost** 100 gp **Days** 4
Weight 1 lb. **Aura** minor transmutation

New Template

HUNGERING CREATURE

Template for animals, humanoids, magical beasts, and monstrous humanoids

- +2 Bonus to Natural Armor, this stacks with normal armor
- +2 Bonus to Constitution, Strength, Intelligence
- 6 to Wisdom, +6 to Charisma (see Madness)
- +1 to CR

Gain Unsated Bite attack, Multiattack, Digestion, Madness

Unsated bite-Attack bonus equal to largest melee attack bonus of the creature before applying the template. Damage equal to 1/8 total hit dice (minimum 1) plus strength modifier. As an example a creature with 8d8 hit dice would do 1d8 damage. Target must make a Constitution saving throw DC 8 + attack bonus or gain one level of exhaustion. If the creature already has a bite attack, then add one die to the attack.

Multiattack The creature can make one additional attack per round that must be Unsated bite. If the creature already has Multiattack, it adds Unsated bite to its multiattack.

Digestion Hungering creature gains temporary hit points equal to its hit dice, +10 ft to speed for 5 rounds. A hungering creature can use this ability as a free action a number of times per day equal to its hit dice, but only after a successful Unsated Bite attack. Benefits of successive attacks with Digestion do not stack.

Madness Hungering creatures use their Charisma modifier on Wisdom saving throws instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a miracle or wish can remove a hungering creature's madness. If this occurs, the creature gains 6 points of Wisdom and loses 6 points of Charisma.

New Spells

GHOUL TOUCH

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, cloth from a ghoul

Duration: Concentration up to 1 minute

Harnessing energy from the plane of negative energy, a single living creature is paralyzed for the duration of the spell on a hit. At the end of each of this creatures turns, it may make a Constitution saving throw to end this effect.

A paralyzed subject carries with it the stench of the grave causing all living creatures (except you) within 10 ft. of the target to become stunned by the stench (Constitution saving throw negates).

At higher levels. When you cast this spell using a spell slot of 4rd level or higher, increase the radius of the stunning smell by 10 ft. for every two spell level cast above 2nd.

ENDURE ELEMENTS

1st-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 8 hours

A creature protected by this spell suffers no harm from hot or cold environments. Choose three creatures within range. Each creature affected by this spell does not need to make Constitution saving throws for extreme heat or cold between the ranges of -50F to 140F (-45C to 60C). This does not protect against damage from other environmental effects like smoke or drowning or spell damage.

At higher levels. When you cast this spell using a spell slot of 2rd level or higher, increase the number of targets of this spell by one per spell level above 1st.



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