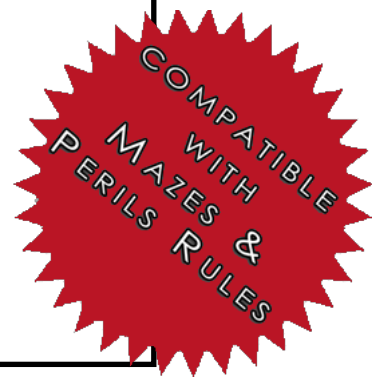


MAZES & PERILS HOLIDAY SPECIAL 2016

LOST AGE ADVENTURE

BY BRIAN "FITZ" FITZPATRICK

AN ADVENTURE FOR 4-6 MAZES & PERILS CHARACTERS OF 2ND OR 3RD LEVEL



THE VILLAGE OF WOLLEMI HAS GONE STRANGELY SILENT AND CELEBRATION OF SINTERKLAAS IS UPON THE PAIRED COMMUNITIES OF WOLLEMI & DUNWICK. THE PEOPLE OF DUNWICK ASK YOU TO SEE WHAT HAS HAPPENED TO THEIR FRIENDS UP THE MOUNTAIN...

WILL YOU HELP?



BRIAN "FITZ" FITZPATRICK and VINCENT FLORIO
WITH MOEBIUS ADVENTURES
PRESENT

**A CINEMA8
PRODUCTION**

**THE MAZES & PERILS HOLIDAY SPECIAL 2016
A LOST AGE ADVENTURE**

AN ADVENTURE FOR 4-6 MAZES & PERILS CHARACTERS OF 2ND OR 3RD LEVEL



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Introduction

When the forces of nature take hold of the land, sometimes it's all you can do to outlast the storm. But when all contact is lost with the nearby village of Wollemi, their sister town of Dunwick gets worried and asks the heroes to check it out. They must take a dangerous path up into the mountains not only to see if they're OK, but deliver presents to the children for the Celebration of Sinterklaas, a yearly festival that brings their communities together.

Welcome!

The *Mazes & Perils Holiday Special 2016* is an adventure designed for 4-6 **Mazes & Perils** characters of 2nd or 3rd level, but it can easily be adjusted for use with any edition of your favorite fantasy RPG.

Welcome to Dunwick, a river town that serves as a distribution hub for much of the western half of the Great Plains. Merchants and suppliers meet halfway here, whether storing their goods in warehouses, shipping them to points unknown, or selling them directly. Dunwick is always bustling with activity, for the river never sleeps.

In contrast, the logging village of Wollemi is all about one thing... the Wollemi tree. These trees grow straight and proud, brushing the sky 80 to 120 feet above the earth. Their height makes them well suited to many larger projects such as palisades and forts. As such, Wollemi is well positioned to support building projects across the Great Plains.

Dunwick and Wollemi work together to ensure that those trees find their way to where they are needed. As a result, the two communities have grown close. Festivals, competitions, and holiday celebrations bring everyone together in the spirit of friendship and camaraderie.

Dunwick is situated off the river Straesk, which is used to transport goods into and out of the region. The town is well placed to act as a distribution point to many places around the world.

Due to the length of the logs, special roads were built between the logging village and the river town. There are three main long stretches and two turnabouts connecting them in a large "Z" down the mountain. Should anything happen to that route, the supply of longwood would dry up and many expanding settlements would struggle to find the materials they needed to build.

A month ago, as autumn started to fall in the area, a sudden change overtook the mountains. Within a week, the mountain was covered in a thick blanket of snow, much earlier than normal. But when all contact was lost with the village, Dunwick began to worry. When a thick coating of ice covered the area and howls could be heard down the mountainside, the people of Dunwick began to fear the worst.

They sent a messenger in cold-weather gear, but he never returned. Then they sent a well-armed group of hunters familiar with the area up the mountain, and they didn't come back either.

That's where you come in, brave heroes.

You must find a way up the mountain to determine what has happened to the good people of Wollemi. We have gathered a few yaks from a concerned trader downstream and they will be loaded with the supplies and gifts we need you to deliver. We will make sure you are outfitted with the best equipment we can lend you for the journey -- gear to help you traverse the ice and snow along your route. And our priests will bless you with the Rites of Sinterklaas to grant you luck and a bit of guidance from the gods above.

Though there are other game trails up the mountain that will lead you to Wollemi, the main road is your best option for a speedier trip.

Good luck, my friends.

Background

When an elderly Vile Witch named Pilan (pill-awn) Cade was expelled from the town of Dunwick into a blizzard on the eve of the Celebration of Sinterklaas one year ago, she found herself in the cold for the first time in her life. Though a harsh and plainspoken woman, she was not cruel or mean to the townspeople. She had lived there her whole life, from the time she arrived on a trash barge until the incident in the square.

Mayor Martrom, on the eve of the festival, stumbled across Pilan unexpectedly with his family in the town square. He went ballistic calling her foul names and had her cast out of the town. Strangely, an unexpectedly vicious winter tempest had blown up around the town at the same time and it had begun to snow..

In fact, it blew a blind Pilan up the mountain until she fell into a temple long abandoned. Slowly freezing to death, she heard an offer she could not refuse. It was the god

Sinterklaas seeking revenge upon the Mayor of Dunwick on behalf of the less fortunate. Would she like a taste of power so she may act as her instrument for the purposes of vengeance?

“Yes.”

That one word was all it took to spin her on a new journey of ancient magicks and set her on the road to retribution.

Referee

Sinterklaas hopes to seed discord in the area around Dunwick and Wollemi to establish a home for his helpers - the Klaasi. Myths tell stories of the Klassi's talent for ice carving and snow sculpture, but also the depths of their dark hearts. Pilanis merely a convenient tool to achieve Sinterklaas' aims in the mortal realms.



Preparing for Adventure

Depending on the mix of characters the players choose for this module, they may have a tough time. Be sure to simplify some of the less exciting elements (such as the climb) and scale down the difficulty of some of the encounters as needed for your game table.

Introducing the Players

The characters may come from elsewhere in the world of the Lost Age or simply come in as guards on one of the many riverboats carrying cargo or perhaps they are adventurers well known in Dunwick and pass through regularly. Either way, it might be good to give the PCs some hooks to the area to make them feel at home.

PC Hooks (D10)

1. You used to steal things from the Open Market as a youngster. Tsermaa still remembers you!
2. You used to work along the waterfront, helping unload boats for Malatraic.
3. You spent time in the Church of the Sunrise as an altarboy or girl.
4. You have ties to the thieves' guild and owe Sagra money.
5. You spent time cleaning stalls in the stables for Najam.
6. You helped move freight in the warehouses for Amheb as a youth.
7. You helped on a riverboat operated by Captain Nurmey in your youth.
8. You spent some of your youth working the tanning vats of Laith. Your hands are still stained with the dyes used.
9. You spent time running coal, iron ore, and other necessities to Vendin's forge in your youth.
10. Your parents worked for the mayor before Martrom. He will remember you.

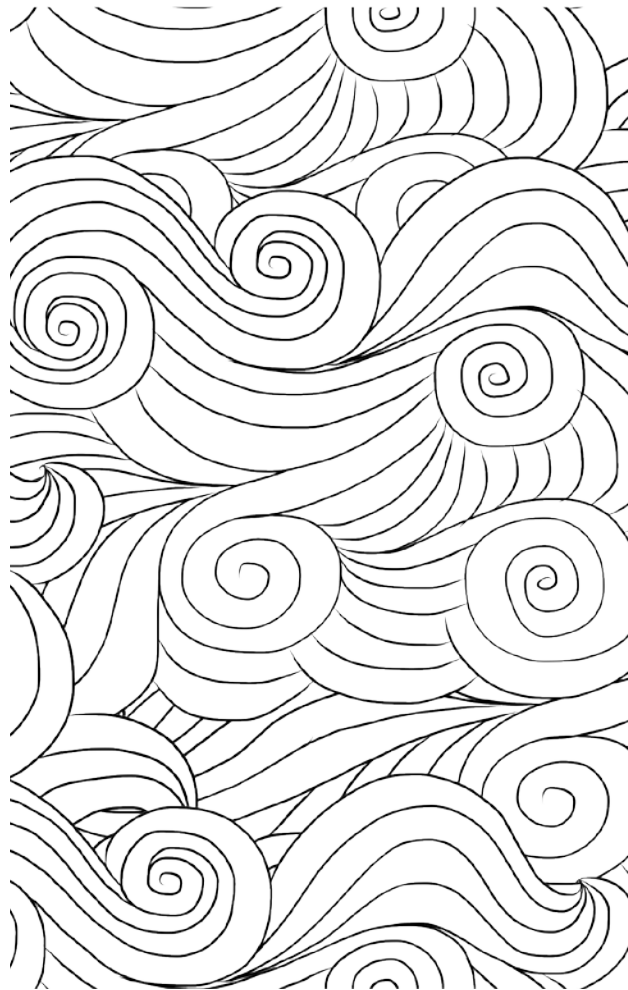
Running the Adventure

This adventure can be run for characters of 2nd or 3rd level. We have included stat blocks for each creature or combatant the PCs will encounter.

To reduce the difficulty for 1st level characters, we recommend cutting the number of HP to half the amount suggested by the HD level. For instance, a HD 2+2 Wolf would normally have 14 HP and you could cut that to 7 to reduce combat difficulty and a HD 6 Ice Elemental would go from 36 HP to 18 HP.

However, for 3rd level characters we recommend leaving each combatant at its full HD complement of HP.

You can also adjust the number of enemies in each encounter to make it more or less difficult based on what your needs are for your group.



Locations

There are two main locations for this adventure - the port town of Dunwick and the logging village of Wollemi, plus the logging road connecting the two.

Dunwick (town/ port)

The town of Dunwick lives and dies as a trade town. The many peoples from the Great Plain ride from miles around to get what they need, from the building materials of Wollemi to the food, clothing, and other supplies that are traded for it. The town has a popular market that sells everything from produce and pottery to weapons and even a few magical components here and there.

Mayor Taris Martrom has been keeping the town operating smoothly for nearly a decade. Sure, there have been occasional rough patches, but he and the various people working for him usually manage to get things smoothed out.

The river Straesk, though not the widest waterway criss-crossing the Great Plains, is about 100 feet wide at its narrowest and 200 at its widest. Rivermen move great flat barges on a regular schedule, transporting livestock, building materials, and other goods from upstream to Dunwick and beyond. Harrow Creek that runs through Wollemi above winds its way down the mountain to feed the larger river.

A bridge crosses from the Dunwick side to the opposite bank, but it was damaged during the recent winter storms. Carpenters and other tradesmen have been working on it to make it safe again. Since then the ferries frequently run from bank to bank.

The building simply known as City Center is where the mayor and his people operate. There is also a small walled area for the town militia and a building overlooking the waterfront which houses the Waterman Guild. The market offers some well-established businesses such as the blacksmith district, the leather quarter, and the quilting corner, but also has space for daily stalls and offerings for sellers from all over.

Comings and Goings

The town of Dunwick is always awash with activity. The river provides most of the traffic in and out, but there are also four roads and a low wall that goes all the way around the landed area.

The gates to the north and south lead to the roads heading on to the city states further west, the fishing village of Nifton's Inlet, and other places.

The road east leads across the bridge and into the heart of the Great Plains. Many caravans usually head east to the Zumka market, but the route is currently inaccessible until they get the bridge fixed.

And the road west heads up the logging road to Wollemi.

Important NPCs

Mayor Taris Martrom - Operating with his two bodyguards, Larello and Aktai, he can be found just about anywhere in town speaking with his people. He has a home with his wife Chanyuan but is rarely home, instead spending most of his time in and out of the City Center.

Captain Gataar - The leader of the local militia does his best to keep law and order functioning in the busy trade hub. He and his people are busy and harried most of the time and have been known to ask local adventurers for aid with investigations from time to time.

Gezhe Malatraic - Everyone knows that the river is the lifeblood of Dunwick, but no one knows it better than Malatraic. He leads the Waterman Guild, keeping track of the dozens of regular boats moving trade on and off the water.

Vendin Klaudides - Though always dirty, the jovial Klaudides serves as the titular head of blacksmiths in town. The forges are always hot and producing tools, weapons, and anything a vendor may need. They spend a good amount of time on repairs as well, on everything from armor to boat parts.

Dorin Laith - This smelly little woman heads all leatherworking activities in Dunwick and has her hands (literally) in all aspects of the

production of leather goods.

Tsermaa - Once she managed only a stall or two and over the last five years has managed to gain control of all open market operations in Dunwick. She has a harsh stance on thieves but is kind to customers even if she drives a hard bargain with her vendors.

Priestess Redeen - The Priestess guides the flock of the Church of the Sunrise. The church itself is located not far from City Center with its entrance facing an unobstructed view to the east. She can often be found counseling people from all walks of life throughout the day but gives a sermon every morning.

Najam - This odd little fellow stands only 4 feet tall but manages to exude confidence. He once was thought to be the best jockey at the racetrack in the city-state of Zhilin. Now retired, he runs all the stables for horses, yaks, and other useful animals.

Epis Giar - Known as "EG" for short, this rotund man operates the Stein & Paddle Tavern near the waterfront. This bar is known for its wide array of alcoholic beverages and the backroom gambling that takes place almost nightly

Nugra Phera - She runs the Indigo Sails inn, a place known for the entertainment in the common room as much as the tiny rooms. You can usually find a small room here, but don't expect it to be a quiet place to sleep.

Amheb - If anybody in Dunwick knows where to find something, it's Amheb. He knows where everything is stored and manages nearly all the warehouses in town.

Sagra - If you ask Captain Gataar, there is no thieves' guild in Dunwick and that's the way Sagra likes it. She operates from deep in the shadows and knows all the secrets everyone keeps.

Chag Darden --- Retired adventurer turned shopkeeper, Darden is the outfitter to any and all who seek to explore the mountains near Wollemi and beyond. It is said that his career

as a hero took a painful end, but nobody in town quite knows why.

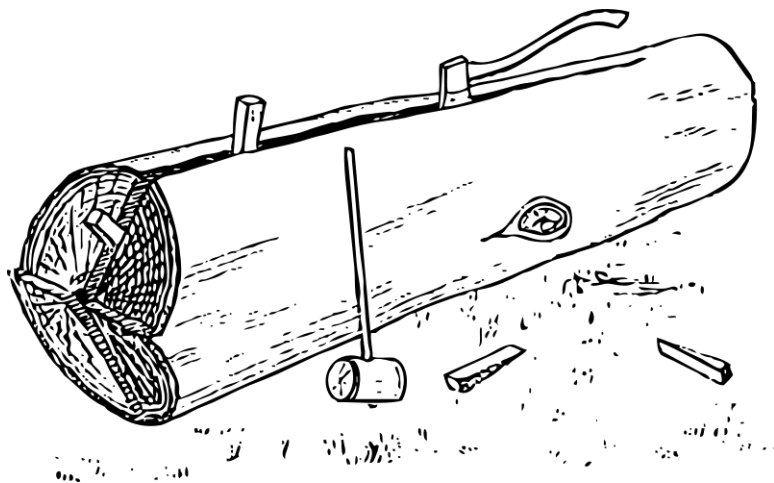
Logging road

The logging road heading west out of Dunwick and up to Wollemi was built to simplify transport of the longwood from the logging village down the mountain to the port for transport. It is only a matter of a few miles, but the dramatic drop in elevation from the plateau where Wollemi was built and the river Straesk makes moving goods difficult even under the best of times.

The road travels in a large zig-zag pattern down the mountain. With the larger logs, the corners can become a challenge to navigate and the lumberjacks must use ropes and muscle to pivot them back to an upright position to get them around. The multi-part wagons allow them to move a few logs at a time except in those cases.

On a busy day, the workers will move upwards of 50-80 trees a day down the road. Each leg of the road was cut as straight as possible down the mountain, covering at least 3/4 of a mile before the turn. However, the second leg is the longest at a bit more than a mile straight down at nearly a 30-degree grade.

When the PCs climb up the road, it will be covered in snow and ice. The grooves cut by the cart wheels into the roadbed will be completely covered, causing some places to be deeper than others. And the higher the heroes get, the more treacherous the travel will become.



Wollemi

The village of Wollemi is built around three central structures: the sawmill, the open air temple, and the tavern.

The sawmill operates along Harrow Creek and is owned by the Keach family. Doon and his wife Sarifa Keach were among the first to arrive at what eventually became Wollemi. The mill, when the creek is booming in the spring melt, can crank out enough planks in a day to build a good-sized barn. When the water is low, the logs pile up for days and the mill is supplemented with men to try and make up the difference. They never do, but they put in a good long day and earn their keep regardless.

The Axes Crossed Tavern was likely the second major construction project that happened in Wollemi. The proprietor, Ormac, was among the first woodsmen to work in the area with Keach, but both of them knew the men would riot without a place to blow off steam. The tavern was built as a traditional log construction and blessed by the druids of the temple. It is large enough to house all 50 adults in the village tightly, but comfortably, and serves as the social hub for most activities.

The open air temple is maintained by the priestess Hephira and her acolytes. Though they may not worship traditional gods and goddesses as they do in Dunwick, she maintains the rituals ensuring that the traditions of the forest are remembered and done correctly. Over the three decades that logging operations had been in motion, Hephira (and Turade before her) made sure that new growth was planted when the old trees were taken down.

Turade and Ormac married when she turned temple duties over to Hephira and she passed soon after. Duties kept them apart until almost the end. When nature took its course, Ormac grieved. He may be grieving still, but he hides it most of the time.

Each log is blessed when it arrives at the mill and the spirits of nature are thanked for their sacrifice. As a result, growth of new trees in the area seems to proceed at an accelerated rate. But beyond that, Hephira and her

people ensure that the children continue to learn the ways of the forest, a healthy respect for nature, and the history of their people.

Turade was the druid of the forest before Keach and his men arrived. Both sides were leery of one another but eventually a peace was struck and agreements were put into place to ensure the balance of felling and planting. A certain number of trees are knocked down in a day and seedlings are planted to replace them.

With as fast as the Wollemi tree grows near the village, the forest around them is almost entirely new growth and the crews work in a growing spiral pattern away from the settlement. This gives enough time for the new trees to mature and allows the lumber trade to continue at a consistent rate.

The villagers maintain a stable of draft breed horses that are used to help drag logs from the forest to the mill. The lumberjacks may grumble from time to time about the distance they must travel, but the balance is maintained. They work hard for their coin and know how to have a good time to let off steam.

Every year there is a competition among them to see who is the fastest, the strongest, and the most skilled with an axe and saw. It brings many people to Wollemi from Dunwick below and the occasional tourist as well.

The people of Wollemi (nearly 70 people in all, with 50 adults) live a simple, hard life, and enjoyed it until the Witch Pilan came out of the woods to find them.

Important NPCs

Sarifa Keach - Though her husband Doon died peacefully in his sleep nearly 5 years ago, Sarifa manages to hold everyone together as village matriarch. Her sons Loning and Heshin and daughter Dirah may manage the sawmill and all the logging activity, but Sarifa is the person in charge. If you have a problem, you bring it to her.

Ormac - Running the Axes Crossed is a full time job and Ormac has ceded much of that authority to his daughter Sollte and her husband Abo. Ormac is usually behind the

bar, but Abo is the real power behind the ale. They brew much of their own, but import special wines and liqueurs from Dunwick. You will find a dark brown ale, called the Rusty Brown, and a lighter Piney Brew, on the menu at all times along with various pork and venison dishes.

Hephira and her priestesses Bish, Ruta, and Akeh - These four can be found all over Wollemi. Sometimes they will have kids in tow, teaching classes on herbalism, cooking, woodcraft, and so on. Other times you'll find them at the open air temple performing rituals to the spirits of wind and nature. You will always find one of them at the mill helping with the blessing of the trees.

The Celebration of Sinterklaas

Sinterklaas is one of the older gods of the Lost Age world. Some consider him the spirit of winter. Others consider him to be much more.

Over the last century, his worship has all but disappeared except for the giving of gifts to honor the winter solstice each year. At the solstice, Sinterklaas is given a bowl of milk, some bread, and honey. In return, he grants the homes who offer such sacrifices a little more sunlight each day.

The gift-giving is usually relegated to the children as a way to celebrate the new year. And those gifts are almost always simple toys of some variety.

Rites of Sinterklaas

Some priests still honor Sinterklaas in the old tongue. The Rites of Sinterklaas, if spoken aloud while a candle and a bough of holly is held high, grant the receiver a few boons to get through the longest night of the year:

- +1 to Charisma (add 1 to the Charisma score for a period of 24 hours)
- +2 to Constitution (add 2 to the Constitution score for a period of 24 hours)

Though only temporary, these boons come in handy during social gatherings and cold nights when daylight is in short supply.

Sinterklaas' Displeasure

Long ago, the sacrifices at the solstice were more lively for this old god. He enjoyed ritual sacrifices along the lines of goats, pigs, and cattle instead of a piece of bread with honey. As times changed and the other gods left the world, he was forgotten except in his new more limited role.

Disgruntled by this shift, he's been looking for ways to regain a bit more control of his own destiny in the mortal realms. The witch Pilar offered one such way and she has done remarkable work in a very short time.



Entering Dunwick

The PCs arrive in Dunwick on the eve of the Celebration of Sinterklaas and they are spotted immediately. Several individuals bolt off to the center of town and before long the heroes are approached by an aging man in a formal robe and a pair of bodyguards, tense and alert.

“My friends! You look like hale and hearty adventurers! Would you perchance have time to run an errand for us?”

He goes on and explains in a loud voice that the Celebration of Sinterklaas is upon them and it’s an important time of year, but... “We’d love to have you join in the fun! Unfortunately a freak winter storm has prevented the delivery of 20 gifts for the children of the woodcutting village of Wollemi, just up the road.”

He then comes in close and in a conspiring tone says... “We sent a group up the mountain three days ago and have heard nothing -- we’re starting to get worried for the villagers and our men. We will happily set you up with cold weather gear from our stores if you would agree to go up the logging road to see what is going on.”

Getting the Yaks and goods

The mayor and his people will ensure that the party gets at least two yaks to help carry the cargo up the mountain. They will also be given any of the following from the local outfitter:

- Coats, hats, and gloves
- Boots and crampons
- Climbing gear such as pitons, ice axes, and rope
- Backpacks
- Blankets and bedrolls
- Tent
- Rum

Getting the Blessings

Priestess Redeen will grant the party all the Rites of Sinterklaas if they agree to help the mayor. He will direct them to head to the Church of the Sunrise when they are ready.

Aftermath

Before the party sets out up the mountain, the Mayor will drive home their three-part mission: deliver the toys to the kids, find out what’s happened to the village of Wollemi, and discover what happened to the first group sent up the logging road.



Starting up the Road

As the party starts the long climb up the logging road, the going gets treacherous quickly with deep snow and a crust of ice hiding unknown depths. Every step must be made with caution.

No signs can be found of the previous expedition sent up the mountain until the sound of teeth gnashing and growling echoes from the treeline.

Setup

The logging road is steep but relatively flat except for two deep grooves carved by the carts used to transport the long Wollemi logs down the mountain. And the higher the party gets, the deeper the snow becomes.

Once an hour (it should take them 2 hours for this stretch), one of the characters should randomly make a Dexterity characteristic check to see if they can avoid falling in a hole and becoming stuck. Should that occur, it will take the rest of the party about 10 minutes to dig them out, which presents an opportunity for the wolves to attack.

Note: A Dexterity characteristic check (like all characteristic checks) is made with 4d6. The player must roll a number below the characteristic in question. For instance, if the character has a 12 Dexterity and rolls a 15 on 4d6, that's a failed check. If they rolled an 11 or less, they are successful. (Use of crampons or an ice axe will add +1 to their Dexterity for this check.)

The wolves will attack from the treeline where they have been snacking on the dead bodies of the messenger first sent from Dunwick up the road. The body is

Encounter Summary

Hook: PCs head up the logging road towards Wollemi hauling their gear and the presents. They encounter a group of wolves hungrily devouring the remains of the earlier search party.

Combatants: 2d3 Wolves

Wolf: HD 2+2; AC 12; Atk Bite (1d4+1); Move 180

Conclusion: If 1/2 of the wolves are dispatched, the others will flee.



unrecognizable but will have basic climbing gear such as crampons, ice axes, pitons, and rope.

The messenger will have one special item on him, a knife with strange carvings. It is a Firebrand dagger +1. See the description of Firebrand weapons in the appendix for details.

Antagonists

Wolf: 2d3 in number; HD 2+2; AC 12; Atk Bite (1d4+1); Move 180

Aftermath

Once half of the wolves are killed or unconscious, the rest will retreat from the battle and head to the safety of the trees.



When Elementals Attack

Around the first bend of the logging road, the snow will get much deeper as the result of a recent small avalanche that dumped even more snow down the mountain.

Setup

Once around the first turn in the road, there is a one mile stretch straight up at about a 30-degree angle. This is not a simple traverse. If they use their equipment (ice axes, pitons, crampons, and rope) they will make it much safer.

Again, once an hour (it should take 4 hours for this stretch), one of the characters should randomly make a Dexterity characteristic check to see if they can avoid falling through the snow or sliding down the mountain. Same guidelines apply as with the last encounter.

The long road and hill grants the Snow Witch's first group of allies -- ice elementals -- the opportunity they relish to torture creatures unaccustomed to moving on the ice and snow. They have no issues in such conditions and will use their speed and a flurry of attacks to damage their enemies.

If half the elementals are killed, they will flee back up the mountain to alert the yeti and

Encounter Summary

Hook: PCs go around the first corner on the logging road and are immediately hit by a group of ice elementals

Combatants: 2d3 Ice Elementals

Ice Elemental: HD 6; AC 17; Atk Ice/snow ball (2d4), special; Move 180; Special: Burst of Ice/Snow Ball (3d4). Burst can hit up to 3 targets at once at -3 to hit. Can only use burst 1x every three rounds. Vulnerable to heat/fire attacks.

Conclusion: If 1/2 of the elementals are dispatched, the others will flee up the mountain to the yeti.

rejoin the fight at that time.

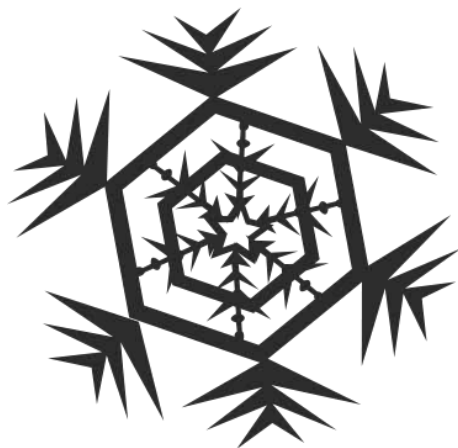
One elemental will slide down at speed to distract the PCs while another will attack from behind with a +1 to hit.

Antagonists

Ice Elemental: 2d3 in number; HD 6; AC 17; Atk Ice/snow ball (2d6), special; Move 180; Special: Burst of Ice/Snow Ball (2d6). Burst can hit up to 3 targets at once at -3 to hit. Can only use burst 1x every three rounds. Vulnerable to heat and fire attacks.

Aftermath

Once half of the elementals are killed or unconscious, the rest will retreat up the mountain to join the yeti in the next encounter.



A Furry Pair

The Snow Witch knows that eventually someone will rise to challenge her in Wollemi, so she recruited a pair of yeti to soften them up for her. The yeti may not stop a determined adversary, but they would slow them down.

Setup

Two yeti are here to attack as loudly as possible from the tree line. There is a 1 in 6 chance (1 on 1d6) they will trigger an avalanche to slide down this long stretch of road. The yelling will also alert the Klaasi in the next encounter to expect company.

The PCs will have to make a Dexterity check (same rules apply as previous two encounters) to dodge out of the way or an Intelligence check to realize what the yeti are doing and that they should move out of the way quickly.

The yeti are unaffected by the avalanche (if it happens) and will run down the mountain to attack the party in a flurry of blows. They will fight to the death for their Snow Witch.

The group of three hunters sent up the mountain to Wollemi will be found here, frozen as statues. They will still have their equipment, including their cold weather and climbing gear, some food, and six health potions. The potions are frozen and will only count as a 1/2 dose unless defrosted. (1d6+1 for a full dose or 1d3+1 for a half).

Encounter Summary

Hook: As soon as the Yeti know the PCs are coming, they will try to start an avalanche through yelling

Combatants: 2 yeti

Yeti: HD 5; AC 6; Atk (2) Fist (1d6); Move 140; Special: Immune to cold, fear

Conclusion: The Klaasi in the next encounter know the PCs are coming.

Antagonists

Yeti: 2 in number; HD 5; AC 6; Atk (2) Fist (1d6); Move 140; Special: Immune to cold, fear

Aftermath

If the PCs survive, the Klaasi are preparing an onslaught for them from beyond their snow fort.



The Snow Fort at the Top of the Hill

The Snow Witch's forces have begun to set up for the PC's arrival.

Setup

The Klaasi have been building a snow fort at the top of the road, waiting for whoever comes calling on the witch. They have also dug deep pits in front of the fort and covered them with snow.

They have had time to prepare. They will attack in waves, half one round and half the next. On the off round, they will be creating more ammunition. It takes one round to make a snowball.

Detecting the pit traps will require 1 successful attempt of find/disable traps. Though they can attempt to search for and find traps as many times as they want, each failure will cause the next roll to be at a -1% disadvantage.

If the PCs charge ahead and don't notice the pits, they must roll a Dexterity check (same rules apply as before). If they fail, they fall in.

If the PCs fall into the pits, the Klaasi will abandon attacking with snowballs and swords and attempt to push the snow fort over on top of the pit to close the PCs inside. It will take them 3 rounds to do so. During that time, the PCs can attempt to use climbing gear to escape.

If the PCs close to fight the Klaasi in melee combat, they will use their Icicle Short Swords to attack. These will melt once the snow witch's hold on the area is ended.

Any Klaasi that are killed will also melt and disappear once the witch is dispatched.

Encounter Summary

Hook: The Klaasi have been preparing for the PCs behind their snow fort.

Combatants: 2d6 Klaasi

Klaasi: 2d6 in number; HD 1/2; AC 7; Atk 1 icicle short sword (1d6) or 1 snowball (1d4); Move 120; Special: +3 to all saves except vs. Breath Weapons, vulnerable heat/fire attacks

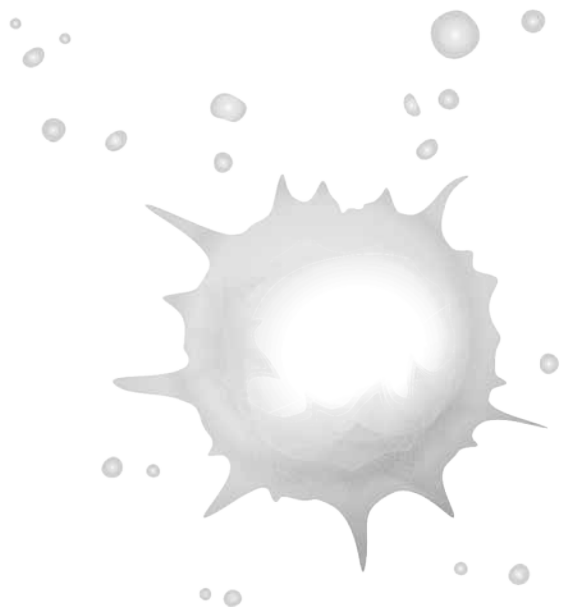
Conclusion: The Snow Witch is ready for the PCs.

Antagonists

Klaasi: 2d6 in number; HD 1/2; AC 7; Atk 1 icicle short sword (1d6) or 1 snowball (1d4); Move 120; Special: +3 to all saves except vs. Breath Weapons, vulnerable heat/fire attacks

Aftermath

The Klaasi will fight to the end for their snow witch, as instructed by their patron Sinterklaas. The snow witch waits patiently for the PCs to arrive.



The Snow Witch

As the PCs enter Wollemi, they will find themselves walking through a statuary of frozen villagers. Each man, woman, and child has been turned into a statue of ice.

Meanwhile, the Snow Witch waits patiently upon a throne of ice she has created in the Open Temple of the village. Beside her sits the biggest white wolf you have ever seen. The witch seems almost amused to see you.

Setup

The Snow Witch has been waiting for the PCs. Any group with this much determination deserves an audience. And she's not in a hurry to fight them. At least, not yet.

"Let me guess - that fool of a mayor sent you, didn't he? How many more must be sent to their deaths, I wonder."

She will tell the tale of her previous life in Dunwick. The life of a street urchin, surviving on the scraps left behind by those with more to throw away.

"One day about a year ago, this old woman accidentally bumps into a young family, the family of Mayor Taris Martrom, his lovely wife, and his beautiful daughter. And I was just a piece of trash.

I looked like something to throw away, apparently. He flew into a rage when his child ran screaming from me, scared of the ravages of age and the unkindness of a world she inhabited but was kept from. He cried out for the guards -- those buffoons pretending to uphold the law -- and they were instructed to escort me to the west gate and cut me loose.

'Never to return.' they said.

What was my crime? Being an ugly truth in a world where people don't want to see the truth.

So I walked. And it began to snow. This was

Encounter Summary

Hook: The Snow Witch has been waiting.

Combatants: 1 Snow Witch, 1 Winter Worg

Snow Witch: HD 6; AC 7; Atk 1 by Weapon (magical quarterstaff d6+1) or Magic; Move 120; special - spellcasting and abilities (see appendix for details)

Winter Worg: HD 4+2; AC 5; Atk (3) Claw (1d3)/Claw (1d3)/Bite (1d6); Move 180

Conclusion: With the Witch gone, the world begins to thaw and the healing can begin.

the depths of winter when the world was clean and white and pure. Except for me. I left dirty footprints for step after step and got lost in the dark.

That was when I fell into the hole that changed my life.

I found a forgotten temple to Sinterklaas with a bloody altar. And I collapsed. I had no milk. No bread. No honey. Nothing to offer the god of the solstice.

And then I heard the voice, asking if I wanted revenge.

Do I want revenge? Yes. Yes I do.

So I'm almost sorry that you aren't that worm of a mayor. It's nothing personal But you'll go no further."

And at that, she will attack the party.



Antagonists

Snow Witch (see Appendix)

Winter Worg: 1 appearing; HD 4+2; AC 5;
Atk (3) Claw (1d3)/Claw (1d3)/Bite (1d6);
Move 180

Aftermath

As soon as the witch is dead, the storm will break and the sun will emerge, starting a long thaw. Eventually a normal winter season will begin, but this was an unnatural occurrence and nature would right itself.

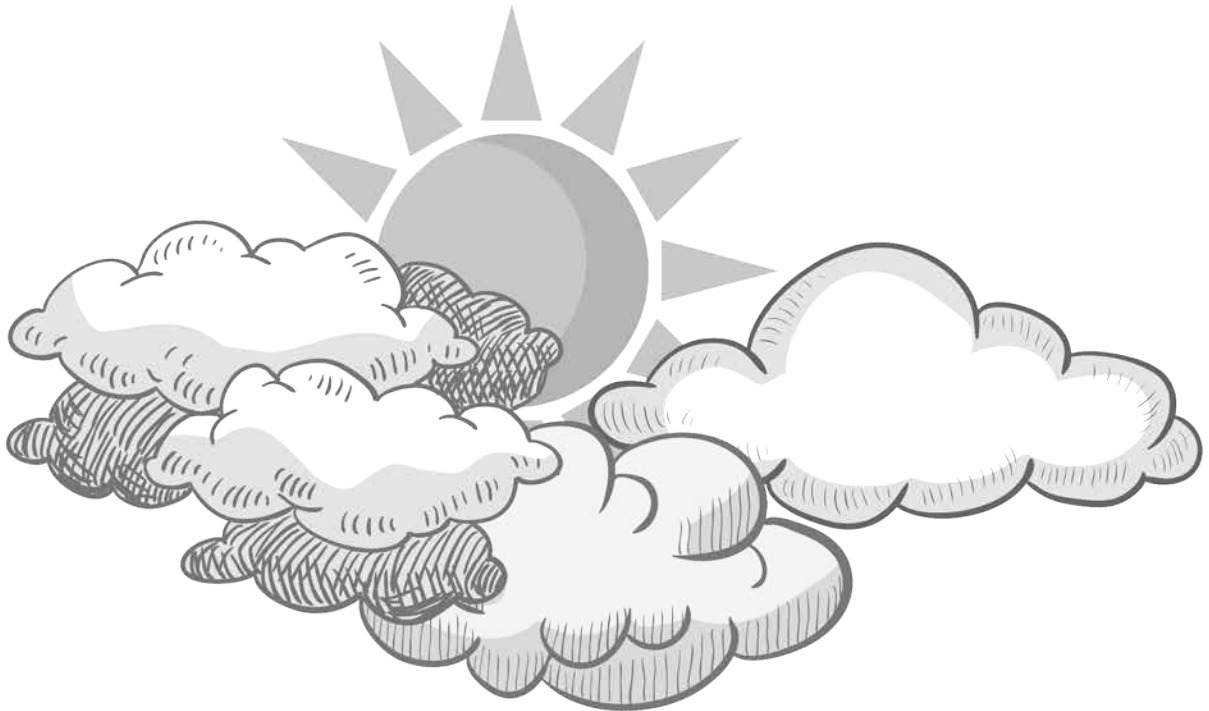
The priestess from Dunwick knows a ritual to defrost each person in Wollemi, but it will take time. She will start with the druid

Hephira and she will help speed the process considerably.

Eventually the village of Wollemi will be whole again and be able to enjoy the Celebration of Sinterklaas like they do every year -- with the presents and supplies brought up by the PCs.

The PCs will be invited to stay as long as they wish and be treated as if they were part of the village.

Though the kids will always enjoy the celebration at the solstice, it will never have quite the same meaning for the adults. For now they know that Sinterklaas is unhappy with the status quo and changes may be coming.



Animals, Creatures, and Monsters



Ice elemental

Move: 180'

Alignment: N

Hit Dice: 6

Attacks: 1

Armor Class: 7

Damage: Snow ball 1d6;
special Snow ball burst
(2d6) every three rounds

Treasure Type: N/A

Ice Elementals live in snowy, frozen areas, mostly in the mountains. They enjoy their advantage of being able to maneuver on ice and snow as if on flat, dry ground, and climb at their movement speed with no penalty. They always try to attack their foes while they are at a disadvantage, such as while climbing a mountainside.

Special: Burst of Ice/Snow Ball Burst (2d6). Burst can hit up to 3 targets at once at -3 to hit. Can only use burst 1x every three rounds.

Klaasi (Snow Kobold)

Move: 120'

Alignment: LE

Hit Dice: 1/2

Attacks: 1 (weapon or snowball)

Armor Class: 7

Damage: 1d6/1d4

Special: +3 to all saves except vs. Breath Weapons, vulnerable heat/fire attacks

These creatures are small humanoids with the facial and head features of a dog and scaly hides much like a lizard. In nature they are unpleasant, like goblins. Each group has a chieftain with 1d6 bodyguards and all of them fight like gnolls. All klaasi are highly resistant to magic, and get a +3 to all saving throws except vs. Breath Weapons.

Klaasi are sworn servants to Sinterklaas, god of the Winter Solstice. They have the ability to magically create a snowball as a full round action. And they wield short swords made of icicles.





Wolf

Move: 180'

Alignment: N

Hit Dice: 2+1

Attacks: 1

Armor Class: 6

Damage: 1d6

Treasure Type: N/A

The wolf is of the same

family as the dog. It hunts small game as well as some deer. The wolf is characterized by gray or brown fur and a long snout. Wolves are very perceptive and agile creatures.

Winter Worg

Move: 180'

Alignment: N

Hit Dice: 4+2

Attacks: 3 (claw/claw/
bite)

Armor Class: 5

Damage: 1d3/1d3/1d6

Treasure Type: N/A

The Winter Worg is a giant breed of wolf. It hunts deer, livestock, or mankind if it gets hungry enough. This worg is characterized by white fur and a long snout. Worgs are very perceptive and agile creatures. This variety stays in snowy, mountainous areas and remains fairly solitary for most of its life.



Yeti

Move: 120'

Alignment: N

Hit Dice: 5

Attacks: 2 (fists)

Armor Class: 6

Damage: 1d6

Special: Immune to cold,
hugs, fear

Yeti are strange snowy ape-like creatures who live in cold, high-altitude climates alone or in pairs. They are well suited to a solitary life and prefer their isolation.

Snow Witch (Vile Witch Variant)

Move: 120'

Alignment: LE

Hit Dice: 6

Attacks: 1 (magic or weapon)

Armor Class: 7

Damage: Varies

Special: Immune to cold spells and the effects of cold conditions. Double damage from fire- or heat-based attacks.

Abilities:

- Summon Icy Familiar - can summon a Winter Worg, Yeti, Wolves, or Klaasi to their aid
- Frozen Blood: When used as a poison to coat a weapon, the Snow Witch's blood acts as a freezing agent, slowly freezing poisoned targets from inside (Save vs. Poison). The victim begins turning blue, suffering from frostbite on a failed save and taking -1 to Str and -2 to Con until healed. If not healed, they will eventually perish.

Spells:

(Can cast 2 spells a day from each of the 1st, 2nd, and 3rd level lists)

Level 1

- Freeze/Thaw - enables witch to freeze or thaw a single vessel of liquid
- Snowglobe - like Pustule, but freezes the splashed area with 1d4 cold damage and marking them for any of the witch's allies to get a +1 to hit
- Stormsight - can see normally in natural or magical rain, sleet, hail, fog, snowstorms, blizzards, and similar weather conditions.

Level 2

- Frigid Friend - enables the witch to see through the eyes of a frozen ally
- Frozen Food - the witch can consume any frozen material to heal 1d4+1 HP up to 1/2 their full HP value
- Slide - enables the witch to quickly move on ice and snow, effectively doubling their speed



Level 3

- Frozen Hide - adds +3 (-3) to caster's natural AC value (lasts 1 hour per level)
- Frost Touch - enables the witch to turn an enemy so cold they are at a -2 to hit for 1d3 turns (Save vs. Spells)
- Shape Ice & Snow - can sculpt ice or snow into any shape she desires, gains d6 HP for each 1" layer of ice or 12" of snow, lasts 1 hour per level

The Snow Witch is one of the main weapons of Sinterklaas. With a bit of time and a willing subject, he can take any spellcaster and turn them into a weapon of evil to do his bidding.

She has the ability to harness the power of the elements and her very blood becomes a weapon against her enemies. Used as a poison, it slowly freezes her victims from within.

The Witch is cold and calculating, choosing to go with the most effective tactics for the battle at hand. She will not hesitate to sacrifice one of her own summoned pawns if it means winning the day.

Usually she will rely on her spells and minions to do her dirty work, but occasionally she will have to use a weapon of her enemies close the gap. In such cases she usually will employ a quarterstaff made of a specially hardened ice that acts as a magical +1 weapon.

When killed, these creatures will shatter into shards of ice and melt into the landscape.

Appendix: Firebrand weapons

Firebrand weapons were created by the blacksmith Thudil who worked with the Brothers of the Icewine along the Spine of the World. There, the very elements would attack during the months of the Long Night. Between Thudil and the Brothers, they imbued each Firebrand weapon with an arcane word (written in runes along the business end of the weapon) that when invoked would pull heat and light from the plane where their gods dwell. When active, the weapon gains a +1 to hit and a +1 to damage as well as doing extra damage to those creatures susceptible to fire, heat, or light.

Firebrand Dagger

This dagger was designed by Thudil himself to have both a slashing surface and cause maximum damage on a stab. The wavy blade will leave a very distinctive wound on its victim.

+1 to hit, +1 to damage, plus double damage to creatures affected by heat, light, or fire



Firebrand Short Sword

This small sword, known as Frostfire, was among the last Thudil made at his forge. When activated, the blade glows with a warm orange fire and will do plenty of damage as either a stabbing or a slashing weapon.

+1 to hit, +1 to damage, plus double damage to creatures affected by heat, light, or fire



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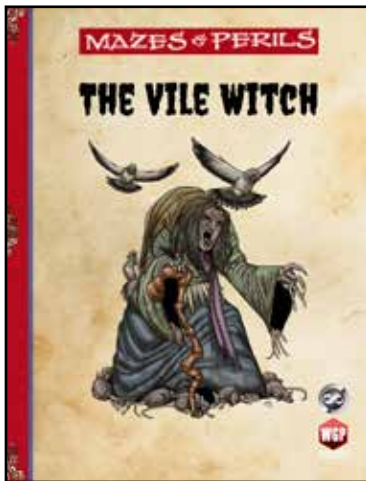
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