

Elk Stampede:

Starry Tundra A – Dire Elk Stampede:

This combat is SKILLED SOLO, so it's not exactly straightforward.

FIRST, the elk: They stampede across the battlefield during the first round. If the elk crosses a PC's square (and they don't care about having to – they go directly from the Frost Worm), they make this attack: (+5 vs. Reflex; 2d8+2 damage and knocked prone). Dire elk move at a speed of 12 this round (they're running).

THEN, the Trilling: The worm releases a trill that immobilizes all creatures nearby (+5 vs. Will; Immobilize (save ends)). This affects a handful (1d4) of the elk. These elk instantly cease their stampede, the rest run away.

FINALLY, the Feeding: The Worm simply munches on immobilized prey, starting with the bigger, meatier elk. If it attacks the PC's, its attack is (+7 vs. Reflex; 2d10 points of damage and the target is grabbed by the worm and raised into the air, taking 10 damage each round)

Counteractions: In addition to simply fleeing outright, the characters can fight the thing off, after a fashion (Defenses: AC 18, Fort 16, Ref 14, Will 12; HP 185; Resist 5 Cold, Vulnerable 5 Fire). It flees when bloodied (92 hp). Attacking it first requires exposing its “weak point,” though: some skill check (DC 15) to hit a vulnerable spot, such as the eyes. [Perception: Can hit the eyes; Bluff: It misses its next attack; Athletics: Can climb up on it and stab it somewhere soft; etc.]. Fire attacks don't need to target the weak spot.

Each time a member of the party acts, the Worm gets a counteraction: a bite attack, though it doesn't grab.

Victory: If they drive the thing off, the thankful elks offer to become mounts for their time up here (Nature training can interpret this).

Blizzard Field:

Yuki-On-Na (1), Ice Serpent (3), White Pudding (2), [False-Floor Pit](#)

The encounter is in a blowing blizzard. All terrain in the blizzard is obscured (-2 penalty to melee and ranged attacks) and difficult (double movement cost and can't shift). There are pits that open up as the players cross them, however, and in those pits lurk white puddings.

Yuki-Onna		Level 2 Elite Controller
Medium Fey Humanoid		XP 250
HP 70; Bloodied 35		Initiative +3
AC 16; Fort 14, Ref 13, Will 16		Perception +2
Speed 6		
Resist 5 cold; Vulnerable 5 fire		
Saving Throws: +2, Action Points 1		
Traits		
Disguise Self * Encounter		
Effect: The yuki-on-na disguises herself as a medium humanoid. She gains a +5 to Bluff checks to convince observers that she is a normal humanoid of that type (+15 total).		
Standard Actions		
(mB) Icy Touch * At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8+5 cold damage		
(m) Loose The Way * Encounter		
Attack: Melee 1 (one creature); +5 vs. Will		
Hit: 1d10+5 psychic damage and when the target moves, they roll randomly for the direction (save ends).		
Aftereffect: The creature gets lost until their next extended rest.		
(r) Freezing Glance * Recharge 5, 6		
Attack: Ranged 5 (one creature); +5 vs. Will		
Hit: 1d10+5 psychic damage and the target is immobilized (save ends)		
Str 10 (+0)	Dex 12 (+1)	Wis 14 (+2)
Con 12 (+1)	Int 16 (+3)	Cha 18 (+4)
Skills: Stealth +7, Bluff +10; Alignment: Chaotic Neutral; Languages: Common, Elven		

Ice Serpent		Level 1 Lurker
Large Elemental Beast (Serpent)		XP 100
HP 23; Bloodied 11	Initiative +7	
AC 15; Fort 14, Ref 14, Will 11	Perception +3	
Speed 8		
Resist 5 Cold, Vulnerable 5 Fire		
Traits		
As Blown Snow		
The ice serpent gains concealment whenever it moves. It makes an automatic stealth check at +10.		
Standard Actions		
(mB) Fangs * At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8+3 damage, and the target is grabbed (escape DC 12) if it does not have a creature grabbed. Until the grab ends, the target takes ongoing 5 cold damage.		
Str 12	Dex 17	Wis 12
Con 13	Int 2	Cha 10
Skills: Stealth +8		

White Pudding		Level 2 Brute
Large Natural Ooze		XP 125
HP 42; Bloodied 21	Initiative +7	
AC 14; Fort 15, Ref 13, Will 13	Perception +3 (blind)	
Speed 6		
Resist 5 Cold, Vulnerable 5 Fire		
Traits		
Ooze		
The white pudding cannot be flanked, and can move through and stop on occupied squares.		
Standard Actions		
(mB) Pseudopod * At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8+5 acid damage, and the target is grabbed (escape DC 12). Until the grab ends, the target takes ongoing 5 acid damage.		
Str 12	Dex 17	Wis 12
Con 13	Int 2	Cha 10

Blizzard House:

Skullborn Zombie (4), Wendigo

This encounter happens if the party sleeps in the Blizzard House, where a horrible crime has taken place...the mother of a family has devoured her family in an especially deep winter, and she persists as a wendigo – a ghoulish being born from a desperate act of cannibalism. The victims also persist as [zombies](#).

The party can discover the history, if they're careful about searching the house. While the place appears in good condition (if very old), a girl's diary can be discovered in one of the bedroom wardrobes (DC 15 Perception check) to reveal the story of the family: a wealthy family from Snowshore that came up here in the summer to trade with some of the "local savages." One year while they were vacationing up here, winter came early and froze them out. The diary, from the perspective of one of the young daughters, tells how they slowly ran out of food, how their father tried (and failed) to hunt some of the big mammoths, getting wounded in the process, and how their new step-mother – a pampered socialite – blamed the family for her troubles. The diary ends after the step-mother has attacked and began eating Daddy, and Brother Elmond is sick from some illness, and little Daisy is hiding in the closet, starving slowly, as Mommie looks for her...

If the characters stay, or if they try to leave after reading the diary, the family attacks them (rising up from under the floorboards). The Wendigo comes at that point, and breaks down the door looking for them.

Wendigo (Ghoul)		Elite Level 2 Brute
Large Shadow Humanoid (Undead)		XP 100
HP 92; Bloodied 46	Initiative +2	
AC 14; Fort 15, Ref 13, Will 13	Perception -1, Darkvision	
Speed 6		

Resist 5 Necrotic, 5 cold **Vulnerable** 5 Radiant

Saving Throws +2; **Action Points** 1

Traits

Undead Persistence

When the wendigo is reduced to 0 hp, it recovers 46 hp on its next turn unless a DC 15 Religion check is performed on it. This check takes a standard action.

Standard Actions

(mB) **Ghoulish Claws** * **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d8+6 damage and the target is stunned until the end of the cannibal ghoul's next turn.

(m) **Famished Feeding** * **At-Will**

Attack: Melee 1 (one stunned creature); +4 vs. Fortitude

Hit: 2d8+6 damage, ongoing 5 damage, and the cannibal ghoul gains 9 temp hp.

Str 18 (+4)

Dex 14 (+2)

Wis 8 (-1)

Con 16 (+3)

Int 8 (-1)

Cha 13 (+1)

Skills: Stealth +8