

A. Minuit Harbor (all)

Tikasak

Human druid 2 NE Medium humanoid (human)
Init +1; **Senses Perception** +5

DEFENSE

AC 14, **touch** 12, **flat** 12 (+2 armor, +1 **Dex**, +1 dodge)
hp 18 (2d8+6)
fort +5, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Melee mwk club +5 (1d6+3)

Ranged shortspear +2 (1d6+3)

Domain Spell-Like Abilities (CL **2nd**; concentration +3)
4/day: storm burst Druid Spells Prepared (CL **2nd**;
concentration +3)

1st-cure light wounds, jump, obscuring mist D, shillelagh
0 (at Will)-flare (DC 11), know direction, light, stabilize

D Domain spell; Domain Weather

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 8, Wis 12, **Cha** 10

BAB +1; **CMB** +4; **CMD** 16

Feats Dodge, Shield Focus

Skills Handle Animal +4, Heal +4, Knowledge (geography) +3, Knowledge (nature) +1, Linguistics +0, Perception +5, Profession (sailor) +5, Survival +7, Swim +5

Languages Common, Druidic, Erutaki, Skald

SQ nature bond (Weather domain), nature sense, wild empathy +2, woodland stride **Combat Gear** scrolls of cure light wounds (2), scroll of entangle (2), alchemist's fire (4); Other Gear masterwork leather armor, heavy wooden shield, masterwork club, shortspear, grappling hook, healer's kit, hemp rope (50 ft.), holly and mistletoe, spell component pouch, amber necklace (worth 25 gp), 45 gp

Combat Gear scroll of cure light wounds (2)

Erutaki Warrior (2/canoe)

Human warrior 2 NE Medium humanoid (human) **Init** +1;
Senses Perception +0

DEFENSE

AC 13, **touch** 11, **flat** 12 (+2 armor, +1 **Dex**)
hp 15 (2d10+4)
fort +4, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.

Melee shortspear +3 (1d6+1)

Ranged longbow +3 (1d8/Ã-3)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, Wis 10, **Cha** 8

BAB +2; **CMB** +3; **CMD** 14

Feats Point-Blank Shot, Skill Focus (Stealth)

Skills Intimidate +4, Stealth +6 **Languages** Common

Combat Gear potion of cure light wounds, masterwork arrows (5), tanglefoot bags (2), thunderstone (2); Other Gear leather armor, longbow with 20 arrows, shortspear, 48 gp

A. Minuit Harbor (low)

Variant Orca

Variant orca N Huge animal

Init +6; **Senses** blindsight 120 ft., low-light vision;

Perception +19

DEFENSE

AC 16, **touch** 10, **flat** 14 (+2 **Dex**, +6 natural, -2 size)

hp 67 (9d8+27)

fort +9, **Ref** +8, **Will** +5

OFFENSE

Speed swim 80 ft.

Melee bite +13 (2d6+12)

Space 15 ft.; **Reach** 10 ft.

Special Attacks capsizes

STATISTICS

Str 27, **Dex** 15, **Con** 16, **Int** 2, **Wis** 15, **Cha** 6

BAB +6; **CMB** +16; **CMD** 28

Feats Endurance, Improved Initiative, Skill Focus (Perception, Swim), Weapon Focus (bite)

Skills Perception +19, **Swim** +28

SPECIAL ABILITIES

Capsize (Ex) An orca can attempt to capsize a boat or a ship by ramming it as a charge attack and attempting a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative -10 penalty on its combat maneuver check.

During Combat The orca is more interested in playing with the canoes than eating. It attempts to capsize the lead canoe and then "play" with PCs in the water, attempting a combat maneuver check each round to fling a PC into the air. (Treat this as a bull rush combat maneuver check that moves the target PC into the air. The target takes 1d6 points of nonlethal damage from falling back into the water.) If the orca takes any lethal damage, it gives up this game and attacks with its bite.

Morale If not attacked, the orca gives up its game after three rounds and swims away, satisfied. If reduced to below 15

hp, the orca flees to seek easier prey elsewhere.

A. Minuit Harbor (high)

Advanced Variant Orca (2)

N Huge animal **Init** +8; **Senses** blindsight 120 ft., low-light vision; **Perception** +21

DEFENSE

AC 20, **touch** 12, **flat** 16 (+4 **Dex**, +8 natural, -2 size)

hp 85 each (9d8+45)

fort +11, **Ref** +10, **Will** +7

OFFENSE

Speed swim 80 ft.

Melee bite +15 (2d6+15)

Space 15 ft.; **Reach** 10 ft.

Special Attacks capsizes

STATISTICS

Str 31, **Dex** 19, **Con** 20, **Int** 2, **Wis** 19, **Cha** 10

BAB +6; **CMB** +18; **CMD** 32

Feats Endurance, Improved Initiative, Skill Focus

(**Perception**), Skill Focus (Swim), Weapon Focus (bite)

Skills Perception +21, **Swim** +30; **Racial Modifiers** +8

Perception SQ hold breath

SPECIAL ABILITIES

Capsize (Ex) An orca can attempt to capsize a boat or a ship by ramming it as a charge attack and attempting a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative -10 penalty on its combat maneuver check.

Hold Breath (Ex) An orca can hold its breath for a number of minutes equal to 6 times its Constitution score (120 minutes) before it risks drowning.

Bull rush: Every 5 by beat extra 5'

4-Player Adjustment

Orcas are sickened (-2 on d20 rolls)

B. Thin Ice (both)

Ulumamuktu

Qallupilluk oracle 3/witch 1 LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** darkvision 60 ft.; **Perception** +13 Aura cloying scent (15 ft.)

DEFENSE

AC 18, **touch** 11, **flat** 17 (+1 **Dex**, +7 natural)

hp 123 (12 HD; 1d6+3d8+8d10+63)

fort +8, **Ref** +10, **Will** +13; +4 vs. disease

DR 5/cold iron; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +17 (1d6+7), 2 claws +17 (1d6+7 plus grab)

Special Attacks curse of scales, hex (slumb., unnerve beasts)

Spell-Like Abilities (CL 8th; concentration +11)

At Will—water breathing

3/day—charm animal (DC 14), charm person (DC 14), chill metal (DC 15), sleet storm

1/day—commune with nature, divination

Oracle Spells Known (CL 3rd; concentration +6)

1st (6/day)—command (DC 14), endure elements, inflict light wounds (DC 14), obscuring mist, sanctuary (DC 14)

0 (at Will)—bleed (DC 13), detect magic, detect poison, mending, resistance

Mystery Winter

Witch Spells Prepared (CL 1st; concentration +5)

1st—chill touch (DC 15), sleep (DC 15)

0 (at Will)—daze (DC 14), mending, touch of fatigue (DC 14)
Patron Portents

TACTICS

Before Combat Ulumamuktu casts sanctuary and emerges from the thin ice using her ice shape ability. If not offered gifts, she quickly tires of conversation and attacks.

During Combat uses unnerve beasts hex on a PC driving a dog sled. She then uses ice shape to remove the ice underneath it and drop it into the water. Her goal is to grapple a PC, get them into the water, drown them, and then flees to enjoy her meal. If faced by a party that can fight effectively underwater, she uses curse of scales to give herself an ally.

Morale Ulumamuktu flights until below 25 hp, then flees.

4-Player Adjustment

Ulumamuktu is sickened.

STATISTICS

Str 24, **Dex** 12, **Con** 21, **Int** 18, **Wis** 15, **Cha** 16

BAB +10; **CMB** +17 (+21 grapple); **CMD** 28

Feats Blind-fight, Combat Reflexes, Extra Hex, Revelation, Lightning Reflexes, Stand Still

Skills Bluff -1, Climb +18, Diplomacy -1, Disguise =1, Intimidate +14, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (nature) +15, Knowledge (planes) +13, Perception +13, Sense Motive +13, Spellcraft +15, Stealth +12, Survival +13, Swim +26

Languages Aklo, Aquan, Common, Erutaki, Giant, Skald, Tien

SQ amphibious, oracle's curse (wasting), revelations (child of winter, cold aura [10 ft., DC 14], ice shape), witch's familiar

SPECIAL ABILITIES

Cloying Scent (Su) Qallupilluks exude a vaguely sweet and pleasant briny scent. This smell distracts humanoids and animals that come within 15 feet of the qallupilluk, causing a -2 penalty on saves against mind-affecting effects.

Curse of Scales (Su) If a qallupilluk grapples a Medium or Small humanoid opponent, her target begins transforming into a monster. Starting on the third consecutive round of grappling, target must succeed at a DC 19 Fortitude save every round or fully transform into a merrow. Once transformed, the creature is slavishly devoted. If the qallupilluk is slain, the creature loses this devotion but remains transformed. Transformation ends after 1 hour or if the creature is slain. Can make this transformation permanent (see text). This is a curse / polymorph effect.

NOTES

Slumber: 30'; sleep; DC 15; wake up damaged/shaken

Unnerve beasts: 30'; DC 15, Animals become distraught and aggressive in the victim's presence.

Stand Still: When a foe provokes AOO, you can make a CM check as AOO to end movement.

Cold Aura: Swift action, 1d6 cold damage to all within 10'

Sanctuary: Can't attack if fail save for spell duration.

Sleet Storm: Blocks all sight; icy ground. DC 10 Acrobatics half speed. Failure means it can't move in that round, while failure by 5 or more means it falls.

Command: Approach, drop, fall, flee, halt

Grapple: Standard maintain, move 1/2 speed.

Holding Breath: Rounds twice con score; standard or full-round actions reduce 1. After, DC10 fort each rnd +1. In the first round of fail, unconscious (0 hp). Next rnd, -1 hit points and dying. In the third round, drown.

B. Thin Ice (high)

Saltwater Merrows (3/2)

NE Huge humanoid (aquatic, giant)

Init +3; **Senses** low-light vision; **Perception** +7

DEFENSE

AC 19, **touch** 11, **flat** 16 (+3 **Dex**, +8 natural, -2 size)

hp 73 (7d8+49)

fort +11, **Ref** +5, **Will** +4

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 claws +11 (1d8+7 plus grab)

P.A.: 2 claws +9 (1d8+11 plus grab +16)

Ranged javelin +6 (2d6+7)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str 25, **Dex** 16, **Con** 23, **Int** 6, **Wis** 10, **Cha** 7

BAB +5; **CMB** +14 (+18 grapple); **CMD** 27

Feats Iron **Will**, Power Attack, Vital Strike, Weap. Focus (claw)

Skills **Perception** +7, **Stealth** -2 (+2 in water), **Swim** +15;

Languages Giant

SQ amphibious

TACTICS

Before Combat The merrows wait under the ice for Ulumamuktu to call for them. With a **successful DC 19 Perception** check, they can be spotted through the thin ice as dark humanoid shapes.

During Combat The merrows burst through patches of thin ice (requiring a successful DC 10 Strength check) as part of a move action. They try to bull rush heavily-armored or sleeping PCs into holes in the ice, then they gang up on PCs threatening Ulumamuktu.

Morale The merrow fight to the death.

4-Player Adjustment

Remove 1 merrow from the encounter.

C. SHRINE TO WINTER (both)

Ainamuuren

Saumen kar

CN Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +21

DEFENSE

AC 24, **touch** 11, **flat** 22 (+4 deflection, +2 Dex, +9 natural, -1 size)

hp 136 (13d10+65)

fort +11, **Ref** +10, **Will** +9

Defensive Abilities frostbite brands;

Immune cold; **Resist** fire 20

OFFENSE

Speed 40 ft.

Melee greataxe +21/+16/+11 (2d6+12/ 19-20/x3 plus 1d6 cold), head butt +15 (1d6+4 plus stun)

Space 10 ft.; **Reach** 10 ft.

Special Attacks snowstorm (2d6 cold plus 2d6 slashing damage, DC 24), stun (1 round, DC 24)

Spell-Like Abilities (CL 13th; concentration +13)

3/day—wall of ice (DC 14)

1/day—summon nature's ally VI (polar bear [dire bear] only)

TACTICS

Before Combat Ainamuuren appears at the beginning of the third round to watch the combat.

During Combat If attacked, Ainamuuren head butts the nearest foe and then makes full attacks with his greataxe, concentrating on one foe into it drops and then moving on to the next.

Morale Ainamuuren fights to the death.

STATISTICS

Str 26, **Dex** 15, **Con** 20, **Int** 11, **Wis** 12, **Cha** 11

BAB +13; **CMB** +22; **CMD** 38

Feats Alertness, Diehard, Endurance, Great Fortitude, Improved Critical (greataxe), Weap. Focus (greataxe)

Skills Heal +3, Knowledge (nature) +13, Perception +21, Sense Motive +3, Stealth +14 (+18 in ice and snow), Survival +21;

SPECIAL ABILITIES

Frostbite Brands (Ex) A saumen kar's brands infuse the creature with intense cold, so much that it gains resistance to fire 20 and its touch deals an additional 1d6 points of cold damage. A saumen kar's metallic weapons conduct this chill. The brands can be removed by the spell erase as though they were magic writing with a caster level equal to the saumen kar's Hit Dice. If the brands are removed, it loses both its fire resistance and its ability to do additional cold damage until the following dawn, when the brands re-etch themselves upon its body.

Snowstorm (Su) In mimicry of its unforgiving environment, a saumen kar can transform into a living snowstorm of lethal power. This ability lasts as long as and operates like the whirlwind special attack with the following changes: Creatures within the area of the snowstorm take 2d6 points of cold damage and 2d6 points of slashing damage and take a -20 penalty on Perception checks. A saumen kar gains a fly Speed of 40 feet (perfect) while in this form. **Stun (Ex)** While a saumen kar's horns are not large enough for a gore attack, they extend under the skin to form a bony plate. A creature struck by a saumen kar's head butt must succeed at a DC 24 Fortitude saving throw or be stunned for 1 round.

C. SHRINE TO WINTER (low)

Advanced giant polar bear

N Huge animal **Init** +5; **Senses** low-light vision, scent; **Perception** +10

DEFENSE

AC 26, **touch** 13, **flat** 21 (+5 **Dex**, +13 natural, -2 size)

hp 77 (5d8+55)

fort +15, **Ref** +9, **Will** +6

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +13 (2d6+12), 2 claws +13 (1d8+12 plus grab)

Space 15 ft.; **Reach** 10 ft.

TACTICS

Before Combat Shaktu has spent several hours feeding on offerings and toppling anything inedible. He emerges from behind the shrine.

During Combat Shaktu charges a PC on the edge of the group, lashing out with one of his claws. When Shaktu successfully grapples an opponent with his grab ability, he attempts to maintain the grapple on its next turn, using the move option of the grapple to pull his victim behind the shrine before feeding on them.

Morale Shaktu flees if brought below 15 **hp**.

STATISTICS

Str 34, **Dex** 20, **Con** 32, **Int** 2, **Wis** 20, **Cha** 14

BAB +3; **CMB** +17 (+21 grapple); **CMD** 32 (36 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Acrobatics +5 (+9 to jump), Perception +10, Survival +10, Swim +24

C. SHRINE TO WINTER (high)

N Large animal

Init +7; **Senses** low-light vision, scent; **Perception** +14

DEFENSE

AC 22, **touch** 12, **flat** 19 (+3 **Dex**, +10 natural, -1 size)

hp 115 (10d8+70)

fort +14, **Ref** +10, **Will** +6

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +15 (1d8+9), 2 claws +15 (1d6+9 plus grab)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 29, **Dex** 17, **Con** 25, **Int** 2, **Wis** 16, **Cha** 14

BAB +7; **CMB** +17 (+21 grapple); **CMD** 28 (32 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (**Perception**)

Skills Perception +14, Survival +7, Swim +21

TACTICS

Before Combat Shaktu and his mate emerge from behind the shrine where they have been feeding on offerings.

During Combat Shaktu charges a PC on the edge of the group, lashing out with one of his claws. When Shaktu successfully grapples an opponent with its grab ability, he attempts to maintain the grapple on his next turn, using the move option of the grapple to pull its victim behind the shrine before feeding on them. While Shaktu is grappling an opponent, his mate protects him from other attacks, lashing out at anyone who draws near and avoiding grappling until Shaktu has finished with his prey.

Morale The polar bears flee if either of them is reduced to 15 or fewer hit points.

D. Excavation Site (both)

Archaeologists (3)

hp 22 each (currently 3)

Svala Ice-Rider

Female human ranger 7 CG Medium humanoid (human)

Init +8; **Senses Perception** +12

DEFENSE

AC 20, **touch** 15, **flat** 15 (+5 armor, +4 **Dex**, +1 dodge)

hp 57 (7d10+14) (currently 21)

fort +6, **Ref** +9, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk shortspear +9/+4 (1d6)

Ranged mwk shortspear +13 (1d6)

Special Attacks favored enemies (undead +2, magical beasts +4)

Ranger Spells Prepared (CL 4th; concentration +6)

2nd—protection from energy

1st—delay poison, endure elements (already cast)

TACTICS

During Combat Svala and Kuokei act on an Initiative count of 20 but remain next to the archaeologists, defending them from approaching enemies. On request, Svala casts spells to aid the PCs or activate her wand of cure moderate wounds on any PC who moves adjacent to her. If the PCs detoured to find the Saumen Kar, Svala is reduced to 1 hit point when the PCs arrive, and her wand of cure moderate wounds has only 5 charges remaining.

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 12, **Wis** 14, **Cha** 8

BAB +7; **CMB** +7; **CMD** 22

Feats Boon Companion, Close-Quarters Thrower UC, Dodge, Endurance, Improved Initiative, Iron Will, Precise Shot, Weapon Focus (shortspear)

Skills Handle Animal +9, Knowledge (geography) +11, Knowledge (history) +8, Knowledge (local) +4, Knowledge (nature) +11, Linguistics +5, Perception +12, Stealth +14, Survival +12

Languages Common, Erutaki, Hallit, Skald, Tien, Varisian

SQ favored terrain (cold +2), hunter's bond (owl named Kuokei), track +3, wild empathy +6, woodland stride

Combat Gear scroll of lesser restoration (2), wand of cure moderate wounds (23 charges), antitoxin (10); Other Gear +1 mithral chain shirt, mwk shortspears (3)

SPECIAL ABILITIES

Boon Companion The abilities of Svala's animal companion are calculated as though your class were 4 levels higher, to a maximum effective druid level equal to her character level.

Kuokei

Female snowy owl animal companion

Small animal **Init** +3; **Senses** low-light vision; **Perception** +7

DEFENSE

AC 19, **touch** 14, **flat** 16 (+3 **Dex**, +5 natural, +1 size)

hp 45 (6d8+18)

fort +7, **Ref** +8, **Will** +4; +4 vs. enchantment effects

Defensive Abilities evasion

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee bite +8 (1d4+2), 2 talons +8 (1d4+2)

TACTICS

During Combat Kuokei stays next to Svala and doesn't leave her side. If a PC that befriended Kuokei in area A falls in combat, Kuokei Will fly to that PC and defend them against all attackers. If Svala falls and a PC befriended Kuokei in area A, the owl picks up Svala's wand of cure moderate wounds and flies to that PC, depositing the wand at the PC's feet.

Morale Kuokei refuses to leave the battlefield until Svala is safe. She fights to the death.

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 3, **Wis** 14, **Cha** 6

BAB +4; **CMB** +5; **CMD** 18

Feats Flyby Attack, Toughness, Weapon finesse

Skills Acrobatics +3 (-5 to jump), Fly +10, Perception +7, Stealth +12 **SQ** devotion, link, share spells

D. Excavation Site (both)

Blackfrost Mummies (4 /6low / 6/8(5/7) high)

Variant mummy LE Medium undead

Init +0; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE

AC 20, **touch** 10, **flat** 20 (+10 natural)

hp 60 (8d8+24)

fort +4, **Ref** +2, **Will** +8

DR 5/-; **Immune** undead traits **Weaknesses** vulnerability to fire

OFFENSE

Speed 20 ft.

Melee 2 slams +14 (1d8+7 plus 1d6 cold and poison)

P.A: 2 slams +12 (1d8+11 plus 1d6 cold and poison)

Special Attack chilling touch

TACTICS

Before Combat Four blackfrost mummies are on the surface at the start of combat. One of the mummies attempts to batter down the barricade behind which Svala and her team are hidden—succeeding after three rounds—while the others dig furiously at the areas where the dig site has broken the sealing rune.

During Combat (low) The mummies focus their attacks on anyone attempting to repair the fractured ice rune.

During Combat (high) On high tier they flank instead.

Morale The blackfrost mummies fight to the death.

STATISTICS

Str 24, **Dex** 10, **Con** –, **Int** 6, **Wis** 15, **Cha** 15

BAB +6; **CMB** +13; **CMD** 23

Feats Power Attack, Skill Focus (**Perception**), Toughness, Weapon Focus (slam)

Skills Acrobatics +0 (–4 to jump), Perception +16, Stealth +11

Languages Erutaki

SPECIAL ABILITIES

Chilling Touch (Su) This mummy's touch carries an icy chill.

Creatures who take cold damage from the blackfrost mummy's slam attack must succeed at a DC 16 Fortitude save or be slowed (as the slow spell) for 1d4 rounds.

Poison (Ex) A blackfrost mummy is infused with blackfrost poison. Any creature hit by its slam attack, or any creature who hits it with a natural weapon, is exposed to the poison. Save Fortitude DC 15; Onset 1 minute; Frequency 1/minute for 6 minutes; Initial Effect 2d6 hp damage (half acid, half cold); Secondary Effect 1d2 Con damage; Cure 2 consecutive saves.

Tupilaq (high only)

N Small construct

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perc** +0

DEFENSE

AC 20, **touch** 15, **flat** 16 (+4 **Dex**, +5 natural, +1 size)

hp 59 (9d10+10)

fort +3, **Ref** +7, **Will** +3

DR 10/bludgeoning; **Immune** construct traits

OFFENSE

Speed 30 ft., swim 60 ft.

Melee bite +15 (1d8+10/19–20 plus grab), 2 claws +15 (1d4+5)

Special Attacks seek target, shearing jaws

Spell-Like Abilities (CL 7th; concentration +4)

3/day—invisibility

STATISTICS

Str 21, **Dex** 18, **Con** –, **Int** –, **Wis** 11, **Cha** 5

BAB +9; **CMB** +13 (+17 grapple); **CMD** 27

Skills Swim +13 **SQ** scrimshaw magic

SPECIAL ABILITIES

Scrimshaw Magic (Sp) When a tupilaq is created, its creator can inscribe a single spell he knows into the tupilaq as a complex scrimshaw design. The tupilaq gains the ability to use that spell as a spell-like ability (CL 7th) three times per day.

Seek Target (Su) drop of blood as standard action; always know direction, +20 perception checks to locate. No new target till old one is dead.

Hazard: Blackfrost Poison (all)

Type poison, contact;

Save Fortitude DC 15

Onset 1 minute;

Frequency 1/minute for 6 minutes

Initial Effect 2d6 hp damage (half acid, half cold);

Secondary Effect 1d2 Con damage;

Cure 2 consecutive saves

4-Player Adjustment

Low: Reduce the save DC of all blackfrost poison effects by 2. Reduce the save DC to resist the blackfrost mummy's chilling touch by 2.

High: Remove one mummy from the encounter. The amount of time before new mummies emerge is 6 rounds.