

THE SIGN OF FOUR

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

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Fragments of an ancient, shattered tablet have surfaced all over Faerûn. Its origin is shrouded in the prophecies of a dread sorceress, but what little is known of this artifact's power is enough to concern even the Coronal of Myth Drannor. Those who seek answers must embark on a quest into the realm of eternal winter. Your greatest threat may not be the wrath of Thrym the frost titan king, but rather the moral choices you will make in order to find the truth.

A **two-round** *Living Forgotten Realms* adventure set in the Elemental Chaos for characters levels 17-20. This is the first part of the *Shattered Secrets* series, which ends in CORE2-12 *The Sschindylryn Heresy* (levels 17-20).

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network, nor do you need to schedule games or report them. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the

table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.
- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 17 - 20. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

This adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

Adventuring can be a dangerous business. Your character might succumb to those dangers. However, death is usually a temporary situation for powerful adventurers (and even for less-powerful adventurers who have powerful friends). If your character dies during the course of an adventure, you always have at least one option (accepting Death Charity) and you might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if your group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost. The total cost for Raise Dead when using an outside source is 600 gp for Heroic tier, 6,000 gp for Paragon tier, and 60,000 gp for Epic tier.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; otherwise, a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. Some heroes seem to have been marked by fate to fulfill a special purpose; their destinies do not include an ignoble demise. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. (To be clear, invoking Death Charity is completely optional; some players prefer to let their dead characters stay dead if the circumstances seem dramatically appropriate. A character that does not return from the dead is

retired from play.) There is no cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains less XP from that adventure. At the end of the game session, when the DM announces the XP each character earns, your character suffers a 20% penalty (so you get 80% of the amount earned by those characters that did not die during the adventure). If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if the DM believes that the group as a whole might not have succeeded without the dead character's sacrifice. The penalty also does not apply in the event of a TPK (Total Party Kill), because the DM reduces the entire group's XP award to reflect the fact that the party as a whole failed to complete the adventure.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. A **death penalty** almost always applies to any character brought back from the dead (see the next section).

Mounts are not characters, and do not use these rules if they are killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most

common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their own individual Adventure Logs. As each individual character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures. It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

ADVENTURE BACKGROUND

During an event called the *Stormstar Requiem*, the Gods of Fury assaulted Arvandor, home of Corellon Larethian. The war failed. Yet much damage was done.

Among the Gods of Fury's forces was Tsien Chiang, a powerful and evil sorceress. Tsien once ruled the province of I'Cath in Kara-Tur, a region to the far east of Faerûn. She was evil to the core, but so powerful few dared defy her. Tsien was obsessed with the number four, a number whose symbol in the ancient Shou alphabet was also used for the word 'death'. Her obsession was such that she took four daughters - of four men that she killed afterwards - three as blackhearted as her, and one kind and lovely.

Eventually, Tsien's evil grew such that she and her daughters were exiled to a planar prison. Her banishment wrenched a piece of I'Cath from the world, as Tsien had by then tied her own life to the land using powerful magic.

Years later, Auril, the Frost Queen, freed Tsien and her daughters from her prison, drawing them into the frozen domain of the frost titan Thrym. In exchange for her freedom, Auril demanded that Tsien serve as her champion in the upcoming war. She imbued her with powers of a chosen of her faith, so Tsien would endure.

Tsien and her evil daughters broke into the heart of Arvandor and sought out a temple, holy to Corellon Larethian, to destroy. The bastion of lore was held by the Olin Gisiae, the lorekeepers of the elves. Tsien cared not for the Gods of Fury's cause, seeking only the lore held at the temple for her own nefarious plans.

Her plans did not work as well as she hoped. Corellon had his own champion in the temple, a powerful eladrin loremaster. He confronted Tsien as she laid waste to the Olin Gisiae. He brought all the power Corellon could spare to bear on the sorceress, intending to annihilate her magic and mind. But due to the wild magical nature of the shattered temple, his curse misfired. It did not kill Tsien, though it crippled her severely. With her remaining powers, Tsien killed the champion, and fled the scene, using her magic to spirit her and her daughters away, to her palace in Thrym's domain.

Auril blamed Tsien for the failed campaign. She could not withdraw her power from Tsien once given, but declared her no longer favored, and gave the ice titan Thrym fair reign to deal with her - a fitting punishment, as Tsien hated men and would not abide a titan king to command her.

Thrym did not dare face Tsien, as with her magic and Auril's given powers she was far more powerful than him. But Corellon's curse, while not killing, had

done something with Tsien's mind that weakened her considerably. All of the Olin Gisiae's arcane lore stored at the temple had poured into Tsien's mind. The sheer pressure of the lore crippled the sorceress. It denied her sleep and magnified her obsessions a hundredfold. The only relief she found from the pressure was to write everything down that she had learned. Her entire palace is covered in fine, miniscule script, written in tongues hardly anyone speaks these days. But even the writing did not give final relief. Things were missing, parts and pieces that nagged her and kept her going back to her writings. Four times she went through the scriptures, and four times she could not find relief.

Now, Tsien waits, furious and reluctantly, for a moment she has seen revealed in her scriptures, when the answer to her obsession is brought to her.

She believes now that her release is part of one of four signs of an old prophecy that heralds the return of dark power into Faerûn. When the fourth sign comes to pass, Tsien will be freed of her curse, free to leave her palace and plan her vengeance on Corellon, the realm of Arvandor and the world.

The Fragmented Tablet: The Silver Ravens are a resistance group of former Sembian refugees, who rebel against the influence of the Netheril Empire in Sembia. Some time ago, they recovered documents from the *Mistress of the Night*, a spelljammer vessel retrieved from the depths of the Sea of Fallen Stars (see *CORE2-1 Rising of the Dark*).

The documents detail a dungeon deep under the Dalelands, known as the House of Dark Consumption, and tie it to a shattered tablet. The tablet is clouded in mystery and hides much power. Even the gods are silent about it. PCs may have found fragments of this tablet in earlier adventures, but the nature of the tablet defies all divinations.

The tablet features in prophecies by a seer, the Calamshite Yi Amahl (see *DRAG1-6 Night of Fallen Petals*). They have also appeared in the nightmares of the spellscarred woman Sureen Tevernesta (see *DALE1-4*, *DALE2-1* and *DALE2-2*) - written down in a diary that was found after the woman disappeared.

Yi Amahl has revealed that one person may know the secrets of these fragments: Tsien Chiang, a powerful Shou sorceress and an ancestor of the Chiang clan. He foresees that Tsien's destiny is entwined with the tablet. His visions have shown him that only her help may avert disaster should the tablet fall into wrong hands.

Believing that the tablet may threaten more than just the Vast, the Silver Ravens have sought out allies among members of the Velarian Trade Alliance: the Chiang clan and the eladrin of Myth Drannor.

At their request, Coronal Ilsevele Miritar sent out a call for adventurers. Using the *Mistress of the Night*, these heroes need to breach the Elemental Chaos, locate I'Cath, isle of Tsien Chiang, and find a way to get her to reveal what she knows.

Note: The *Stormstar Requiem* occurred during the Wailing Years, the decades after the Spellplague. This makes Tsien and her daughters very old - they are effectively immortal due to Tsien's magical tie to the land. One of Tsien's daughters, Ha-Teh, left I'Cath only several decades ago, and her children are ignorant of their heritage and of a normal age for humans.

Tsien and her four daughters are based upon the domainlord Tsien described in the Ravenloft products *Islands of Terror* and *Domains of Dread*. They have been heavily modified to better fit the story and to remove any Ravenloft references.

DM's INTRODUCTION

This adventure presents the PCs with a moral dilemma: should they free an evil sorceress of her curse to gain crucial information to battle what might be a worse evil? It is important to make clear that the information the PCs seek is not something trivial. Without the information gained, the PCs are likely to not fully succeed in this quest's sequel. On the other hand, PCs should realize that Tsien is evil to the bone.

The PC's choice affects future adventures. Make sure they realize that it is their choice to make: release an evil now - or risk the release of an unknown evil later.

Ask PCs if they played **CORE2-2 *Rising of the Dark***, and whether they earned **CORE42 *The Mistress of the Night*** or **COR43 *The Mistress of Light***. This may affect Encounter 2.

Furthermore, PCs may have found fragments of the tablet in earlier adventures. Appendix III lists the fragments and where they can be found. The fragments do not have a direct effect on the adventure, though NPCs take note of PCs who own a fragment.

The PCs may have saved Yi Amahl in **DRAG1-6 *Night of Fallen Petals***, and earned **DRAG14 *A Reading by Yi Amahl***. These PCs may gain foreknowledge and therefore have a small benefit in Encounter 9A or 9B.

Finally, some PCs may have earned the enmity of the goddess of winter, Auril. Examples include the following adventures and story awards:

- **LURU2-1 *Hands That Rock the Cradle*: LURU14 *Birth of Winter*** (only PCs who stopped the ritual)
- **SPEC2-2 P1 *Tyranny's Bleak Depths*: SPEC32 *Ire of Iyraclea***.

- **SPEC2-2 P2 *Tyranny's Bitter Frost*: SPEC35 *Wrath of Iyraclea***.

This affects how Thrym treats the PCs, and creatures in his employ focus their attacks on these PCs. In addition, if PCs give the heart to Thrym rather than Tsien, they lose the ire and wrath of Iyraclea.

Encounter 1: The PCs arrive in Myth Drannor, where Coronal Ilsevele Miritar briefs them on their mission.

Encounter 2: The PCs board the *Mistress of the Night*, which enters the Elemental Chaos. A wild ride starts as the ship tries to navigate the chaos to find I'Cath, while beset by elemental storms.

Encounter 3: The PCs locate I'Cath, but are halted by representatives of Thrym, who demand their surrender. The PCs can fight them or surrender and be brought to Thrym (Encounter 4).

If they fight themselves past the blockage, they enter I'Cath and meet Tsien Chang (Encounter 6)

Encounter 4: The PCs meet Thrym, who wants they work for him. The PCs are to obtain the secret of Tsien's power, so that he can finally destroy her.

He suggests they seek out Tsien's daughter Nightingale for the secret. If the PCs accept, he sends them on their way (Encounter 5). Otherwise, he has them cast out, and the PCs have to fight their way in (Encounter 3).

Thrym knows nothing about the tablet, but can bestow his favor, which help the PCs fight future foes.

Encounter 5: Tsien, knowing the PCs have bargained with Thrym, sends her own monsters against the PCs. After this, the PCs can set out to learn the secret (Encounter 7)

Encounter 6: The PCs meet with Tsien Chiang. She is willing to part with essential knowledge of the tablet if they find her the last remaining words to be scribed on her palace walls. Her soft-hearted daughter Nightingale is the key (Encounter 7).

Encounter 7: Four locations in I'Cath hold hearts - strange gemstones that tie Tsien's magic to the land. Combined, these hearts reveal the source of Tsien's power, as well as the knowledge Tsien herself needs to break her curse. Each heart is tied to the soul of one of Tsien's daughters.

Encounter 7a *The Tower of Broken Promises*: The PCs meet Nightingale, Tsien's only kind daughter. Nightingale is a ghost whose soul is tied to the heart. Giving the heart to Tsien or Thrym is sure to kill her, but she is willing to part with the heart, and can explain the nature of the hearts and that the PCs need them to get to Tsien's power.

Encounter 7b The Tree of Malice: The PCs have to retrieve the heart from a tree that sets friends against each other. Aside from fighting vengeful spirits, the PCs risk turning on each other.

Encounter 7c The Tree of Venom: Undead and creatures plagued with disease, protect this tree. The PCs have to fight it to get to the heart.

Encounter 7d The Tree of the Ravenous: The sound around this tree is deafening and increases until it wounds.

Encounter 8: The PCs have the hearts. Both Thrym and Tsien demand it. The PCs have to choose who to give the heart to.

Encounter 9a/9b: Regardless who they give the hearts the PCs have to fight the forces of the other.

Conclusion: If the PCs gave the words to Tsien, she uses them to be released from her curse. She reveals the tablet's use to the PCs: it will release an abomination, the personification of the wrath of an angry goddess. The PCs need to face it, but can only fully defeat it with the true name of the goddess. Tsien speaks this name to the PCs, who are only able to remember and repeat it when faced with the abomination.

If the PCs gave the hearts to Thrym, he uses their connection with Tsien to unfetter I'Cath and destroy her palace and all her scriptures. Tsien is cast into the outer planes. The PCs receive Thrym's favor. He then orders them away. The PCs do not gain knowledge of the tablet.

In all cases, I'Cath is ripped from Thrym's domain, and, with the PC, appears as an island in the Sea of Fallen Stars.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

A cold wind ruffles the leaves of the mighty trees that surround Myth Drannor, the home of the eladrin of Cormanthor.

You are here at the personal invitation of Coronal Ilsevele Miritar. You were personally selected, deemed the only ones capable of performing the mission that lies before you, one whose outcome may affect the whole of Faerûn.

If the dark clouds gathering above the City of Song are an omen, difficult times are ahead.

ENCOUNTER 1: MEETING IN MYTH DRANNOR

SETUP

Important NPCs:

Ilsevele Miritar, female eladrin ruler of Myth Drannor.

Lin-Woh Chiang, female Shou merchant.

Mei Chiang, female Shou monk.

Aron Selkirk, male human merchant.

The great halls where you are invited are warm and sheltered from the cold weather outside.

Gathered here are only a handful of people. Besides several other adventurers of name, the coronal's company consists of three humans: two Shou women, and a well dressed young man.

See Appendix I for a description of the main NPCs in this adventure, should you need it. Ilsevele Miritar, as coronal, introduces each person present:

- Ilsevele Miritar, coronal of Myth Drannor.
- Aron Selkirk, chairman of the Velarian Trade Alliance.
- Lin-Woh Chiang, Shou representative of the Chiang Emporium from Nathlan.
- Mei Chiang, assistant to Lin-Who.
- All PCs are introduced according to their ranks and official titles to all others present.

After introductions, Aron Selkirk speaks, and presents what he knows to the PCs. The briefing takes a considerable time. The background information he gives is in Handout I for reference for the players. You can interactively play out (part of) the exchange if players like that, or hand it out for them to read.

Eventually, Coronal Miritar sums up the mission as follows:

“So, we want you to enter the Elemental Chaos, and travel to I’Cath, an area in the frost titan domain of Simbulwinter.

Once there, find Tsien Chiang in her palace, and try to get her to part with the lore we need. We know she is evil, so be careful.

Judge for yourself what you are willing to do to get the information. We know it will be of utmost importance, but in the end the decision of what, or who, is the bigger threat is your decision to make.”

Aron does not initially mention rewards. He believes the tablet is a great threat to Faerûn and expects the PCs help stop it. If they ask for compensation, he states:

“We can offer you coin, but I hope we are counting on heroes and not mere mercenaries. This event will affect your world, too.”

Aron does not specify an amount, but assures it will be ‘sufficient’.

ENDING THE ENCOUNTER

Once the PCs agree to the task, they are led to the *Mistress of the Night* to meet with Captain Panahq and the crew (see Encounter 2). They then have a few days to gather supplies and prepare as the Olin Gisiae brief them on the dangers of the Elemental Chaos. Give the PCs Handout I, as well as Handout III.

The coronal can arrange for some basic equipment should the PCs need it. They may take:

- One *potion of vitality* for each PC.
- One *ring of winter* (level 19) (Ilsevele notes that the ring is a rare and hence precious item, but considering the nature of the mission, she feels it is a necessary gift. She also notes that the rumors of the ring granting immortality or causing an ice age are unfounded.)

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

The *ring of winter* (level 19) is available as treasure bundles. Note that it is a rare item. It does not count towards the maximum number of rare items a PC can own during the adventure, but if taken as a bundle afterwards it does!

ENCOUNTER 2: TRAVERSING THE CHAOS

SKILL CHALLENGE LEVEL 18/20
COMPLEXITY 4 (8000 / 11200 XP)

SETUP

Important NPCs:

Captain Elyryo Panahq, male undead captain of the *Mistress of the Night*

The Mistress of the Night is a large caravel. It would be easily mistaken for a normal seagoing vessel if it wasn't for the fact that it hovers several tens of feet off the ground. It is tethered to trees from whose tops rope bridges and wooden platforms give access to the ship's deck.

Shou women in loose clothes walk the deck. A figure in flamboyant clothes and a wide brimmed hat watches the work.

A map of the *Mistress of the Night* is in Appendix II.

The figure is Captain Eluryo Panahq (see Appendix I), a powerful skeletal undead. PCs may have questions about the captain's undead nature. The coronal assures them that he is trustworthy. Panahq is tied to the ship. In a way, it acts as his phylactery. If he would be destroyed, the entire ship stops responding, until, a day later, he reforms again on board of the ship. She hopes that his aid in the mission they face may eventually grant him final rest.

Panahq approaches the PCs with flamboyance and gusto. He asks the PCs to divide tasks on the ship. He already has a bosun (Mei Chiang) and a cook (a skinny woman named Wunsu Chiang), and he offers PCs the place of navigator and first mate, and (if any PC is attuned to the ship) helmsman.

First Mate: The first mate acts as Panahq's right hand. Panahq needs someone who is charismatic to order his crew about. He prefers someone who is alive and female or who is in good standing with the Chiangs.

Navigator: The navigator plots the route through the various areas in the Elemental chaos. Nobody of the crew knows much of the Elemental Chaos, so this falls to one of the PCs. Aron gives the PCs a magical compass whose needle points in the direction of I'Cath.

The Helmsman: Only people attuned to the ship can pilot it. Captain Panahq is the default helmsman. His piloting does not grant successes or failures in the skill challenge, but he prefers someone else attuned to

the ship takes the helm for this journey, so he can lead the ship. Panahq knows who is attuned and who is not (as he was present when it happened), and offers the job to these PCs.

PCs who have **CORE42 Mistress of the Night** or **CORE43 Mistress of Light** from CORE2-2 *Rising of the Dark* are also attuned to the ship. If they are willing to subject themselves to a ritual, they can take the task of helmsman. Piloting is quite difficult and is taxing on the mind, as the PC creates a mental connection with the ship - they essentially become one with it.

The pilot needs to either use the proper religious rites (Religion) or have craftiness with devices (Thievery) to pilot the ship. If they lack these skills, they can try to negotiate with the ship to get it to act as they wish. PCs who have **CORE42 Mistress of the Night** need to convince the ship of their devotion to Shar, and need the Bluff. PCs who have **CORE43 Mistress of Light** have purged Shar's influence on the ship, replacing it with the blessings of their own deity. They can use Diplomacy.

Note that if PCs have conflicting story awards, the person piloting the ship determines whether the ship is dedicated to Shar or not.

Once the tasks for first mate, navigator, and helmsman are determined, the *Mistress of the Night* starts her journey.

The *Mistress of the Night* shifts into the Elemental Chaos, and the journey begins in Scene 1 of the skill challenge.

SKILL CHALLENGE: TRAVERSING THE CHAOS

Goal: Travel to I'Cath, while protecting the *Mistress of the Night* and her crew against the elemental forces.

Complexity: 4 (10 successes before 3 failures - but see the special note below)

Primary Skills: Arcana, Bluff, Diplomacy, Endurance, Intimidate, Religion, Thievery.

Other Skills: Athletics, Acrobatics, Dungeoneering, Heal, Stealth.

Victory: The PCs arrive at the borders of I'Cath with the ship mostly intact.

Defeat: The PCs arrive at the borders of I'Cath with the ship greatly damaged and its crew decimated.

The ship needs to cross several dangerous areas to get to I'Cath. PCs need to aid the ship in overcoming obstacles, so that it arrives unscathed. The stress of the journey means no extended rests are possible.

Elemental Protection: Everyone on board the *Mistress of the Night* is treated as if protected by an

Endure Primordial Elements ritual. This protection extends up to 5 squares away from the ship.

While the PCs won't have this protection when in I'Cath, there are two scrolls of Endure Primordial Elements on board. PCs can use these scrolls to protect themselves when they leave the ship.

Dealing with the Crew: Male and undead PCs take a -2 penalty on any Charisma checks against the crew, as the female crew despise men. A PC who earned the favor of the Chiangs in an earlier adventure (such as the story award **DALE01 Favor of the Chiang Emporium** from *DALE1-1 The Prospect*, or others as the DM feels apply) has a +2 bonus (which may offset the penalty).

Crew and Skill Checks: Crew members do not make checks. Panahq, Mei, and most crew members, survive the ordeals. Some crew members fall to the dangers. Each scene leaves some crew members dead or wounded.

Special: The PCs have a chance to reduce up to 3 failures in Scene 3. Hence, the skill challenge does not automatically end when the PCs accumulate 3 or more failures.

The following skills can be used once in every scene (see the scenes for more information):

Arcana DC 23/25 (no successes; only by the navigator; maximum once per scene)

The PC plots a safer course through the area. On a success, the next check by either the helmsman or the first mate is made with a +2 bonus.

On a failure, the ship sustains some minor damage from unexpected regional dangers and piloting becomes harder: the next check by either the helmsman or the first mate is made with a -2 penalty.

Special: The navigator *must* make one check each scene.

Bluff, Diplomacy, Religion, or Thievery DC 32/34 (only if the PC is helmsman on the *Mistress of the Night*; 1 success; maximum 1 success per scene)

The PC tricks (when on the *Mistress of the Night*) or convinces (when on the *Mistress of Light*) the ship and convinces it to move to his or her directions. On a successful check, the check earns a success. Until the end of the scene, the player may choose to exchange that success to eliminate one failure earned during the scene.

On a failure, the ship is damaged. It also overwhelms the PC's mind and forcibly takes a bit of the PC's life essence. The PC loses one healing surge.

Special: The helmsman *must* make one check each scene. Make this check after the navigator has made his or her check.

Diplomacy or Intimidate DC 23/25 (1 success; only by the first mate; maximum 1 success per scene)

The PC orders the crew about, and makes them work effectively, limiting damage or wounds sustained. On a success, everyone gains a +2 bonus on their Endurance check in this scene.

On a failure, orders cause confusion and in the chaos, more wounds and damage are sustained.

Special: The first mate *must* make one check each scene. Make this check after the navigator and the helmsman have made their check. See also Dealing with the Crew, above.

Endurance DC 17/18 (no successes)

The PCs need to make an Endurance check to deal with elemental forces attacking the ship. Even the Endure Primordial Elements ritual is not enough to fully protect the PCs against the extreme conditions (lightning, abyssal rifts, and extreme cold) met in the following scenes.

Any PC that fails a check loses one healing surge.

Special: Once per scene, all PCs *must* make an Endurance check. Make this check after the first mate has made his or her check.

Heal/Mending Powers (no successes)

Except for Scene 3, there is no time to provide extensive healing or maintenance. PCs can use heal or mending powers (anything that takes a minor action or less) to aid the crew, but they are of limited effect. Using such a power may grant a +2 bonus on an appropriate skill check (DM decision).

SCENE 1: THE ELEMENTAL STORM [4 SUCCESSES]

There is a strange sensation, as if being pulled sideways. Then the peacefulness of the sky is gone, replaced by flaming sky, a cacophony of thunder, lightning strikes, and acidic hail.

"Watch it!" Panahq shouts over the din. "We're in an elemental storm! Let's get out of here fast!"

The ship lurches forward.

Elemental forces - fire, ice, acid, lightning, and thunder - batter the ship. Due to the chaos, there is no time to provide extensive maintenance or healing (but see Scene 3).

The PCs escape the storm when they earn 4 successes. The order of skill checks is as follows:

- The navigator makes a check to determine the course. This gives +/- 2 to next check by helmsman or first mate.
- The helmsman (if present) makes a check to pilot the ship. Success = 1 success. Failure = 1 failure and the helmsman loses a surge.
- The first mate makes a check to command the crew. Check is at -2 if PC is male or undead. On a success, everyone gains +2 on their upcoming Endurance check. Success = 1 success. Failure = 1 failure.
- All PCs make Endurance checks. On a failure, the PC loses a surge.
- PCs can then use the skills listed below as they desire, to limit the damage to ship and crew.

Acrobatics or Athletics DC 23/25 (group check; 1 success; no maximum)

The PC aids in raising the sails and other tasks on the ship that require hard work.

Endurance DC 23/25 (no success)

The PC shields a crew member from harm. This motivates the crew, and the PCs earn a +2 bonus on the next Athletics or Acrobatics check. A botched attempt causes some harm and demoralizes the crew, and the PCs have to work harder, giving them a -2 penalty on the next Athletics or Acrobatics check.

Nature DC 23/25 (1 success; 1 success maximum)

The PC can use his knowledge of natural elements and weather to predict the outcome of the storm and how to insulate the ship against certain dangers. Success also removes the need for one of the two group checks of the players' choice.

On a failure, the PC instead causes the ship to steer deeper into the storm rather than out of it.

Perception DC 23/25 (group check; 1 success; 1 maximum)

The PCs look out for the storm, and recognize dangerous areas and oncoming elemental attacks.

If half or more PCs succeed at a 32/34 DC, they may also eliminate one failure in this scene (including a future failure in this scene).

SCENE 2: ABYSSAL RIFTS [6 SUCCESSSES]

After the storm, the ship speeds along. There is still no time for extensive maintenance or healing, as the crew has to work hard to stay ahead of the chasing storm.

Just as it seems that the storm has been shaken, something odd happens.

A tremor runs through the ship. Everything quakes and trembles. The crew hurries to grab ropes and fasten down equipment.

Several feet from the prow, a black scar appears in the air. It widens into a rift, from which sneak dark tendrils. The stink of sulphur fills the air. All around the ship, rifts appear. Warped creatures of smoke pour out of it.

“Demons!” Panahq shouts. “We are under attack!”

The rifts are breaches - portals into the Abyss. The PCs need to get the ship and its crew through the area, which stretches for several miles. Once 6 successes are earned, the ship breaks free of the area, and leaves the rifts and wispy demons (aberrant demons) behind. Even if the PCs have no failures, some crew fell to the demons and the atmosphere on the ship is tense.

The aberrant demons are not a great danger to the more powerful PCs, but they gnaw on the ship and attack its crew. Fighting the demons is futile - there are too many. PCs can protect crew and ship by forcing the demons of the ship. PCs can also try to manipulate the rifts using the Elemental Chaos' flux to ease passage. A PC who pilots cannot take any other actions.

The order of skill checks in this scene is as follows:

- The navigator makes a check to determine the course. This gives +/- 2 to next check by helmsman or first mate.
- The helmsman (if present) makes a check to pilot the ship. Success = 1 success. Failure = 1 failure and pc loses a surge.
- The first mate makes a check to command the crew. Check is at -2 if PC is male or undead. On a success, everyone gains +2 on their upcoming Endurance check. Success = 1 success. Failure = 1 failure.
- All PCs make Endurance checks. On a failure, a PC loses a surge.
- PCs can then make further skill checks depending on the circumstances, as lined out below.

If you have trouble imagining this scene, you can use the following situations to run it, but do not hesitate to add your own threats and details to the scene. You can determine these at random, have them occur together, or pick them based on PC actions or how the situation changes.

Special: If a PC fails a threat, run Threat 4: The Crew Panics.

THREAT 1: DEMONS BOARD

Demons enter the ship and threaten the crew. PCs can protect the crew in various ways:

Acrobatics, Athletics or Endurance DC 23/25 (1 success)

The PC defend the crew against the demons, bull rushing them, dispersing them with weapon attacks, or using magical attacks (pick an appropriate skill for the strategy, choose Endurance for non-physical attacks).

On a success, the PC avoids wearing him- or herself out and manages to keep the demons off the crew. On a failure, a demon grabs a crew member and she bursts apart in a bloody cloud.

Bluff or Intimidate DC 23/25 (1 success)

The PC uses brawn to draw or chase demons away from attacking the crew. On a failure, the distraction fails, and a demon grabs a crew member. She bursts apart in a bloody cloud.

Religion DC 23/25 (1 success)

The PC uses his faith to exorcise the demons, causing them to flee. On a failure, the exorcism fails, and a demon grabs a crew member. She bursts apart in a bloody cloud.

Stealth DC 23/25 (no success)

The PC hides his or her presence, or otherwise avoids the attacking demons, and provides a tactical advantage. This grants a +2 bonus on the next Acrobatics, Athletics or Bluff skill check by another PC.

On a failure, the PC is surprised by an attack and loses a healing surge.

THREAT 2: RIFTS THREATEN THE SHIP

An exceptionally large rift opens up near the ship. It pulls the ship towards itself. The PCs have to find a way to stop the threat.

Arcana DC 23/25 (to determine the nature of the rifts and demons; no success)

The PC determines that they can use a ritual to close the rift. They also realize that the rift has Far Realm influences, and that the creatures are not 'true' demons, but some form of aberrations. Knowledge on Aberrations therefore may improve the ritual.

Arcana DC 32/34 (2 successes; 2 successes maximum)

The PC closes rifts or shifts them away by manipulating the forces of the Elemental Chaos. It can be attempted only once per PC.

Dungeoneering DC 23/25 (to determine the nature of the rifts and demons; no success)

The creatures pouring out of the rifts are 'wisp demons' - not actual demons but aberrations that originate in the Abyss. They can be temporarily dispersed by brute force, but reform quickly.

This grants a +2 check on Arcana checks to close the rifts. On a failure, it gives wrong info and gives a -2 penalty on the Arcana check.

THREAT 3: THE ABYSS REVEALED

Images of the Abyss spill out of the rifts, magically assaulting PCs and crew with impressions of its evil.

Insight DC 23/25 (group check; 1 success; maximum 1)

The PCs brace themselves against the mental assault. A PC who fails a check panics and loses a healing surge.

THREAT 4: THE CREW PANICS

The PCs have to calm the crew to protect anyone getting hurt or the ship drifting off course.

Diplomacy or Intimidate DC 23/25 (1 success; maximum 1 success per scene)

The PC rallies the crew, scoring a success for the challenge. If the PC made the check against DC 32/34 not only a success is scored, but the failure that initiated this threat is removed as well.

SCENE 3: WINTER'S SHROUD [NO SUCCESSES]

Once having left the demons behind, Panahq points towards the bow. A white fog forms a border that stretches as far as the eyes can see. "I assume those are the borders of Simbulwinter" he says, "The realm of Thrym."

The navigator can verify that the compass indicates that the ship has to enter the fog.

The ship enters the fog. Instantly, temperatures drop. Ice frost forms with alarming speed on the ship, and, even protected from elemental harm, the crew shivers from the biting cold.

Icebergs of various sizes float about in the fog, hindering the ship's progress.

The fog encases the entire ship in ice. The ship's magic protects the crew and PCs against the worst, but the

cold is so intense that neither magic nor resistance prevents it from getting uncomfortable.

There is no imminent danger other than bumping ice flows, and the PCs can use a small time window to do some healing or maintenance and eliminate at most 3 of the accumulated failures.

Now that there is time to assess the situation, you notice that the ship is badly damaged, and most of the crew are wounded and downcast.

The order of skill checks in this scene is as follows:

- The navigator makes a check to determine the course. This gives +/- 2 to next check by helmsman or first mate.
- The helmsman (if present) makes a check to pilot the ship. Success = 1 success. Failure = 1 failure and pc loses a surge.
- The first mate makes a check to command the crew. Check is at -2 if PC is male or undead. On a success, everyone gains +2 on their upcoming Endurance check. Success = 1 success. Failure = 1 failure.
- All PCs make Endurance checks. On a failure, a PC loses a surge.
- PCs can then make further skill checks as lined out below.

PCs can use healing skills, powers or rituals to heal the crew (but not powers that cost healing surges, as the crew have none left), or use skills or rituals to repair the ship. Note that PCs can assist one another in this scene. Each skill or ritual may be attempted only once, and at most 3 failures can be eliminated.

Heal DC 32/34 (no success; useable only once)

On a success, the PC heals several crewmembers and eliminates one failure.

Thievery DC 32/34 (no success; useable only once)

On a success, the PC manages to aid in the repair of the ship's rigging or rudder, and eliminates one failure.

Mending ritual or similar power (no success; useable only once)

The ritual repairs holes in the ship's hull, and eliminates one failure.

Once these checks (if any) have been made, compare the remaining number of failures, and determine the end result.

ENDING THE ENCOUNTER

If the PCs have accumulated 3 or more failures, they fail the challenge. Regardless, proceed with Encounter 3.

Success: The PCs arrive at the borders of I'Cath with the ship and crew mostly intact.

Failure: The PCs arrive at the borders of I'Cath with a severely damaged ship and a decimated crew. There is no story award for this, but *The Mistress of the Night* (or *The Mistress of Light*) has an important role to play in future adventures, so it's worth tracking. Instruct each player to make a note on his or her character's logsheet that the ship was damaged during CORE2-11. (It's best to do this now so you don't forget at the end of the adventure.)

In addition, due to the damage, the ship is hard to maneuver, and Panahq and his crew need to work on extensive repairs before the ship can even leave I'Cath. This affects whether any of the *Mistress'* crew can aid the PCs in any of their quests.

EXPERIENCE POINTS

Whether they succeed or fail, the PCs earn 1600/2240 XP each for navigating the Elemental Chaos.

TREASURE

During the journey, the ship gets covered in *fundamental ice* (level 20). The crew harvests it at a later moment as they clean the ship.

ENCOUNTER 3: ROADBLOCK

ENCOUNTER LEVEL 19/21 (11200/15200 XP)

SETUP

This encounter includes the following creatures at the low tier:

Gahamanarexis, elder blizzard dragon (lvl 19) (G)

1 storm archon tempest weaver (level 19) (W)

2 storm archon squallshield (level 18) (Q)

The Voice of Gahamanarexis (V)

Gahamanarexis' slaves (s)

This encounter includes the following creatures at the high tier:

Gahamanarexis, ancient blizzard dragon (lvl 21) (G)

1 storm archon tempest weaver (W)

2 storm archon squallshield (level 20) (Q)

The Voice of Gahamanarexis (V)

Gahamanarexis' slaves (s)

Though the map tiles show water, there is no surface. The icebergs and the ship float in empty space. There is a kind of gravity on the ship and the icebergs, that does not apply once the PCs 'fall' overboard (that is, they don't 'drop'). See 'falling overboard' in the terrain effects.

The further you travel the more icebergs there are, eventually floating on all sides of and even above and below the ship. Soon, you have to maneuver through narrow tunnels cut through shifting ice.

The passage to Thrym's realm is guarded. The dragon Gahamanarexis is in charge of the tunnel the Mistress is navigating through. Her entourage is composed of a number of storm archons.

Progress gets slower as the space between the icebergs shrinks. Finally, a large barrier of ice rises up, and the ship has no choice but to come to a halt. A voice calls out.

"Mortals! Know that you trespass into the halls of Simbulwinter, realm of the Great Jarl, Annam's Icy Son, the most incredible and dreaded Lord Thrym of the Frost Titans."

A skiff bobs into view. The voice comes from a small form on board, a pale water genasi in brilliant robes.

"I am the Voice of Gahamanarexis, Guardian of the Gates. The Great Jarl has demanded your presence before he allows your entry, and I command you to

surrender your weapons and implements or suffer my wrath!"

A shadow falls over the ship, and the ice parts to reveal an enormous dragon. Wind gales howl around the creature and moisture freezes into hail as it brushes its skin. The wind seems to expand outward, enveloping the shivering forms of malnourished genasi, shackled with long chains to the ice, that mill around the dragon.

Humanoids composed of lightning appear on the ice, their lightning lances aimed at the crew.

The 'Voice' is a slave of Gahamanarexis, a cowardly creature that only mimics what its master projects in its head (it does not fight).

Gahamanarexis has activated her rising winds power, increasing her aura. She starts with her aura already at 5 when combat starts.

The storm archons do not particularly care if the PCs comply or not. Gahamanarexis's demeanor depends on the PCs. If the PCs have incurred Auril's disfavor at some point, she is inclined to see any hesitation on the part of the PCs as an offence, and may order attack at the slightest sign that the PCs may not comply (a DC 23/25 Diplomacy check may appease Gahamanarexis and offer the PCs a bit more time to decide).

If none of the PCs are in disfavor, she is less inclined to attack, and if the PCs offer tidbits of information about the outside world, she may even engage in some discussion with the PCs on I'Cath's nature or Thrym's relation with Tsien. All her communication is done through the 'Voice'. See Ending the Encounter if they are open to conversation.

If the PCs attack, or if they do not seem to be able to reach a decision, Gahamanarexis orders the attack.

FEATURES OF THE AREA

Elevations: The ice flows are at different heights (noted with numbers on the map). Creatures on top of an iceberg or the ship have cover from creatures on an iceberg or ship that is lower than them.

The starting height of the ship is 0, but the PCs may be able to move it up or down if they succeeded in the skill challenge (see below). The ship does not move unless the PCs move it.

Ice Flows and Ship: The ship and ice flows are slippery and shake as they bump into each other. Any creature that does not fly or have icewalk and that moves more than two squares needs to make a DC 17/19 Acrobatics check or fall prone.

Falling Overboard: When a creature that cannot fly moves off the ship or an ice flow, it does not drop, but instead floats in space.

At the start of their turn, the creature moves 1 square in a random direction (roll 1d8 to determine direction).

A creature can spend a standard action and a DC 10 Intelligence check to influence the elemental chaos and move itself (only) 1 square in any direction. See *move an object* in Handout III.

If a creature is adjacent to the ship or an iceflow, it can make a DC 17/19 Athletics check as a move action to climb on top of it (move 1 square on top of the flow or ship).

Slaves (s): Gahamanarexis has several slaves that serve her whims. She is not averse to using them as a living shield – she can redirect ranged attacks to any adjacent slave (see her *redirect attack* power). They share their turn with their mistress but do not take actions, other than to flee when freed. The minions are unwilling participants and do not fight.

Moving the Mistress of the Night: If the PCs failed Encounter 2, the *Mistress of the Night* is too damaged to easily maneuver. It is immobilized during the encounter. Otherwise, once per round, a PC can spend a move action to have Captain Panahq move the ship up to two squares in any direction (including up and down). The ship cannot move past the barrier (just behind the skiff) until Gahamanarexis is slain or an agreement has been made.

TACTICS

Should the PC's choose to fight, the Voice makes a hasty retreat to safety and stays out of the fight.

The squallshields use their *snarling lightning* combined with *pursuing storm* at the first opportunity to take position amidst the PC's. They try to catch as many enemies as possible in their *rain wall* aura. Meanwhile, the tempest weaver harries the more threatening damage dealers while staying at a distance.

Gahamanarexis starts with her aura already at 5, as she activated her *rising winds* power earlier. Once Gahamanarexis joins the melee the squallshields attempt to form a shield wall to protect the dragon and let her wreak havoc using her reach with impunity.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one storm archon squallshield.

Six PCs: Add one storm archon squallshield.

ENDING THE ENCOUNTER

If the PCs oblige to surrender to Thrym (before or after combat) or manage to convince Gahamanarexis that a more peaceful approach is better, the ship is escorted through the icy tunnels to Thrym's palace (see Encounter 4). If the PCs find the idea of handing over weapons and implements abhorring, they can convince the dragon to waver this.

If the PCs instead defeat the dragon and the elemental guards, the Voice and other slaves surrender and beg to be taken away. Panahq has no issue with adding the genasi to the ship's crew. If Gahamanarexis survives it refuses to escort the PCs to Thrym, knowing that the frost giants will kill it.

The PCs find an *architect's staff* in the possession of the Voice (who offers it to them if he wasn't killed). The staff can be used to lower the barrier (but only once Gahamanarexis is defeated).

Once the barrier is gone, the ship can continue on, and after a few narrow tunnels through the ice, appears above the terrain of I'Cath. See Appendix IV for a description of I'Cath. Panahq sets the ship down on the Despairing Plains, several miles from the Palace of Bones. There are two obvious landmarks:

- Tsien's palace. It is fairly obvious that it is the residence of Tsien (as described to them earlier).
- The Tower of Broken Promises (a tall white tower). This may be a landmark for PCs who would seek out Nightingale.

Move to Encounter 6 if the PCs decide to travel to the Palace of Bones, or to Encounter 7 if they move towards the Tower of Broken Promises.

EXPERIENCE POINTS

The PCs earn 2240/3040 XP each if they defeat Thrym's men. They do not earn XP if they surrender; even if they fight (they can make up for that after Encounter 4).

TREASURE

The Voice carries an *architect's staff* +4. He can only use it to lower the barriers, and the PCs may take it if they wish.

ENCOUNTER 3: ROADBLOCK STATISTICS (LOW LEVEL)

Elder Blizzard Dragon (level 19)	Level 19 Elite Controller
Huge elemental magical beast (cold, dragon)	XP 4,800
HP 370; Bloodied 185	Initiative +17
AC 33, Fortitude 31, Reflex 32, Will 30	Perception +15
Speed 10 (icewalk), fly 10 (clumsy)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
○ Freezing Winds • Aura 1	
The dragon slides any enemy that ends its turn in the aura 2 squares.	
STANDARD ACTIONS	
m Bite (cold) • At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	
Hit: 3d8 + 8 cold damage, and the target is immobilized until the end of the dragon's turn.	
m Claw (cold) • At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	
Hit: 4d6 + 13 cold damage, and the dragon slides the target 3 squares.	
M Double Attack • At-Will	
Effect: The dragon uses <i>bite</i> and <i>claw</i> or uses <i>claw</i> twice.	
MINOR ACTIONS	
C Rising Winds (cold) • Recharge at the start of any turn when <i>freezing winds</i> is aura 1	
Effect: The <i>freezing winds</i> expands to aura 3. At the start of the dragon's next turn, the <i>freezing winds</i> expands to aura 5. At the start of it's following turn, the dragon makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +22 vs. Fortitude	
Hit: 4d8 + 10 cold damage, and the target is restrained and blinded (save ends both).	
Effect: The <i>freezing winds</i> aura reverts to its original state and size (aura 1).	
TRIGGERED ACTIONS	
C Chill Rebuke (cold) • Recharge when first bloodied	
Trigger: An enemy's melee attack deals damage to the dragon.	
Attack (Immediate Reaction): Close Blast 5 (enemies in blast); +22 vs. Fortitude	
Hit: 1d10 + 14 cold damage, and the target is slowed (save ends).	
Redirect Attack • At-Will	
Trigger: The dragon is hit by a ranged attack	
Effect (Free Action): The dragon redirects the attack to an adjacent slave.	
Sudden Flurry • At-Will (1/round)	
Trigger: The dragon is hit by a cold attack	
Effect (Free Action): The dragon slides each enemy in its aura 2 squares.	
Str 22 (+15) Dex 26 (+17) Wis 23 (+15)	
Con 25 (+16) Int 23 (+15) Cha 20 (+14)	
Alignment unaligned Languages Common, Draconic, Primordial	

Note: Added the redirect attack.

Slave	Level 19 Minion
Medium elemental humanoid (cold)	XP N.A.
HP 1; a missed attack never damages a minion	Initiative N.A.
AC 33, Fortitude 31, Reflex 32, Will 30	Perception +10
Speed 4 (see Restrained)	
Immune cold	
TRAITS	
Restrained	
A slave starts restrained, shackled to the ice. An adjacent creature can make a DC 23/25 Thievery check as s standard action to free the slave.	
STANDARD ACTIONS	
Crawl to Freedom • At-Will	
Requirement: The slave is not restrained	
Effect: The slave shifts 4 squares.	
Str 8 (+9) Dex 8 (+9) Wis 11 (+10)	
Con 10 (+10) Int 9 (+9) Cha 8 (+9)	
Alignment unaligned Languages Primordial	

Storm Archon Tempest Weaver (lvl 19)	Level 19 Artillery
Medium elemental humanoid (air, water)	XP 2,400
HP 143; Bloodied 71	Initiative +11
AC 31, Fortitude 30, Reflex 31, Will 31	Perception +13
Speed 6, fly 8 (hover)	
Immune disease, poison; Resist 15 lightning, 15 thunder	
TRAITS	
Defensive Squall	
A storm archon tempest weaver gains a +2 bonus to its AC and Reflex against ranged attacks.	
STANDARD ACTIONS	
m Storm Touch (lightning) • At-Will	
Attack: Melee 1 (one creature); +24 vs. Fortitude	
Hit: 3d10 + 7 lightning damage.	
R Resounding Bolt (lightning, thunder) • At-Will	
Attack: Ranged 10 (one creature); +24 vs. Fortitude	
Hit: 2d10 + 10 thunder damage, and ongoing 10 lightning damage (save ends).	
C Lightning Blast (lightning) • Recharge when first bloodied	
Attack: Close burst 2; +22 vs. Reflex	
Hit: 3d8 + 9 lightning damage, and the target is blinded until the end of the storm archon tempest weaver's next turn.	
A Heart of the Tempest (lightning, thunder) • Encounter	
Attack: Area burst 3 within 20; +22 vs. Reflex	
Hit: the target slides 3 squares, takes ongoing 10 lightning damage, and ongoing 10 thunder damage, and is restrained (save ends all).	
Skills Intimidate +19	
Str 14 (+11) Dex 15 (+11) Wis 18 (+13)	
Con 23 (+15) Int 25 (+16) Cha 25 (+15)	
Alignment chaotic evil Languages Primordial	
Equipment robes	

Note: Upgraded damage expressions for this creature.

Storm Archon Squallshield (level 18)	Level 18 Soldier
Medium elemental humanoid (air, water)	XP 2,000
HP 176; Bloodied 88	Initiative +16
AC 34, Fortitude 31, Reflex 31, Will 27	Perception +16
Speed fly 8 (hover)	
Immune disease, poison; Resist 15 lightning, 15 thunder	
TRAITS	
Mark of the Tempest	
When a storm archon squallshield hits a creature marked by it with a ranged or melee attack, that creature is slowed (save ends).	
O Rain Wall • Aura 1	
Each enemy that starts its turn within the aura must make a DC 23 Athletics check or Acrobatics check. An enemy that fails the check is knocked prone.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 13 damage, and the target is marked until the end of the storm archon squallshield's next turn	
R Snarling Lightning (lightning) • Recharge 5-6	
Attack: Ranger 10 +22 vs. Reflex	
Hit: 3d8 + 13 lightning damage, and the target is marked (save ends). Each enemy adjacent to the largest takes half damage and is marked (save ends)	
MOVE ACTIONS	
Pursuing Storm (teleportation) • Recharge 5-6	
Effect: The storm archon squallshield teleports 7 squares to a space adjacent to a creature it has marked. The target grants combat advantage to the squallshield until the end of the squallshield's turn.	
Str 19 (+13)	Dex 20 (+14)
Con 24 (+16)	Int 17 (+12)
Wis 15 (+11)	Cha 17 (+12)
Alignment chaotic evil Languages Primordial	
Equipment plate armor, light shield, longsword	
Note: Upgraded damage expressions for this creature.	

ENCOUNTER 3: ROADBLOCK STATISTICS (HIGH LEVEL)

Ancient Blizzard Dragon (level 21)	Level 21 Elite Controller
Huge elemental magical beast (cold, dragon)	XP 6,400
HP 390; Bloodied 195	Initiative +19
AC 35, Fortitude 33, Reflex 34, Will 32	Perception +17
Speed 10 (icewalk), fly 10 (clumsy)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Freezing Winds • Aura 1	
The dragon slides any enemy that ends its turn in the aura 3 squares.	
STANDARD ACTIONS	
m Bite (cold) • At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 3d8 + 9 cold damage, and the target is immobilized until the end of the dragon's turn.	
m Claw (cold) • At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 4d6 + 15 cold damage, and the dragon slides the target 4 squares.	
M Double Attack • At-Will	
Effect: The dragon uses <i>bite</i> and <i>claw</i> or uses <i>claw</i> twice.	
C Deep Freeze (cold) • Encounter	
Requirement: The dragon must be bloodied.	
Attack: Close burst 5 (enemies in burst); +24 vs. Fortitude	
Hit: 3d10 + 3 cold damage. The target is immobilized and takes a -5 penalty to Fortitude (save ends both).	
Miss: Half damage. The target is immobilized and takes a -5 penalty to Fortitude to the end of the dragon's next turn.	
MINOR ACTIONS	
C Rising Winds (cold) • Recharge at the start of any turn when <i>freezing winds</i> is aura 1	
Effect: The <i>freezing winds</i> expands to aura 3. At the start of the dragon's next turn, the <i>freezing winds</i> expands to aura 5. At the start of it's following turn, the dragon makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +24 vs. Fortitude	
Hit: 4d8 + 11 cold damage, and the target falls unconscious (save ends).	
Effect: The <i>freezing winds</i> aura reverts to its original state and size (aura 1).	
TRIGGERED ACTIONS	
C Chill Rebuke (cold) • Recharge when first bloodied	
Trigger: An enemy's melee attack deals damage to the dragon.	
Attack (Immediate Reaction): Close Blast 5 (enemies in blast); +24 vs. Fortitude	
Hit: 1d10 + 15 cold damage, and the target is slowed (save ends).	
Redirect Attack • At-Will	
Trigger: The dragon is hit by a ranged attack	
Effect (Free Action): The dragon redirects the attack to an adjacent slave.	
Sudden Flurry • At-Will	
Trigger: The dragon is hit by a cold attack	
Effect (Free Action): The dragon slides each enemy in its aura 2 squares.	
Str 24 (+17)	Dex 28 (+19)
Con 27 (+18)	Int 25 (+17)
Cha 22 (+16)	Wis 25 (+17)
Alignment unaligned	Languages Common, Draconic, Primordial
Note: Added the redirect attack.	

Slave	Level 19 Minion
Medium elemental humanoid (cold)	XP N.A.
HP 1; a missed attack never damages a minion	Initiative N.A.
AC 33, Fortitude 31, Reflex 32, Will 30	Perception +10
Speed 4 (see Restrained)	
Immune cold	
TRAITS	
Restrained	
A slave starts restrained, shackled to the ice. An adjacent creature can make a DC 23/25 Thievery check as s standard action to free the slave.	
STANDARD ACTIONS	
Crawl to Freedom • At-Will	
Requirement: The slave is not restrained	
Effect: The slave shifts 4 squares.	
Str 8 (+9)	Dex 8 (+9)
Con 10 (+10)	Int 9 (+9)
Wis 11 (+10)	Cha 8 (+9)
Alignment unaligned	Languages Primordial

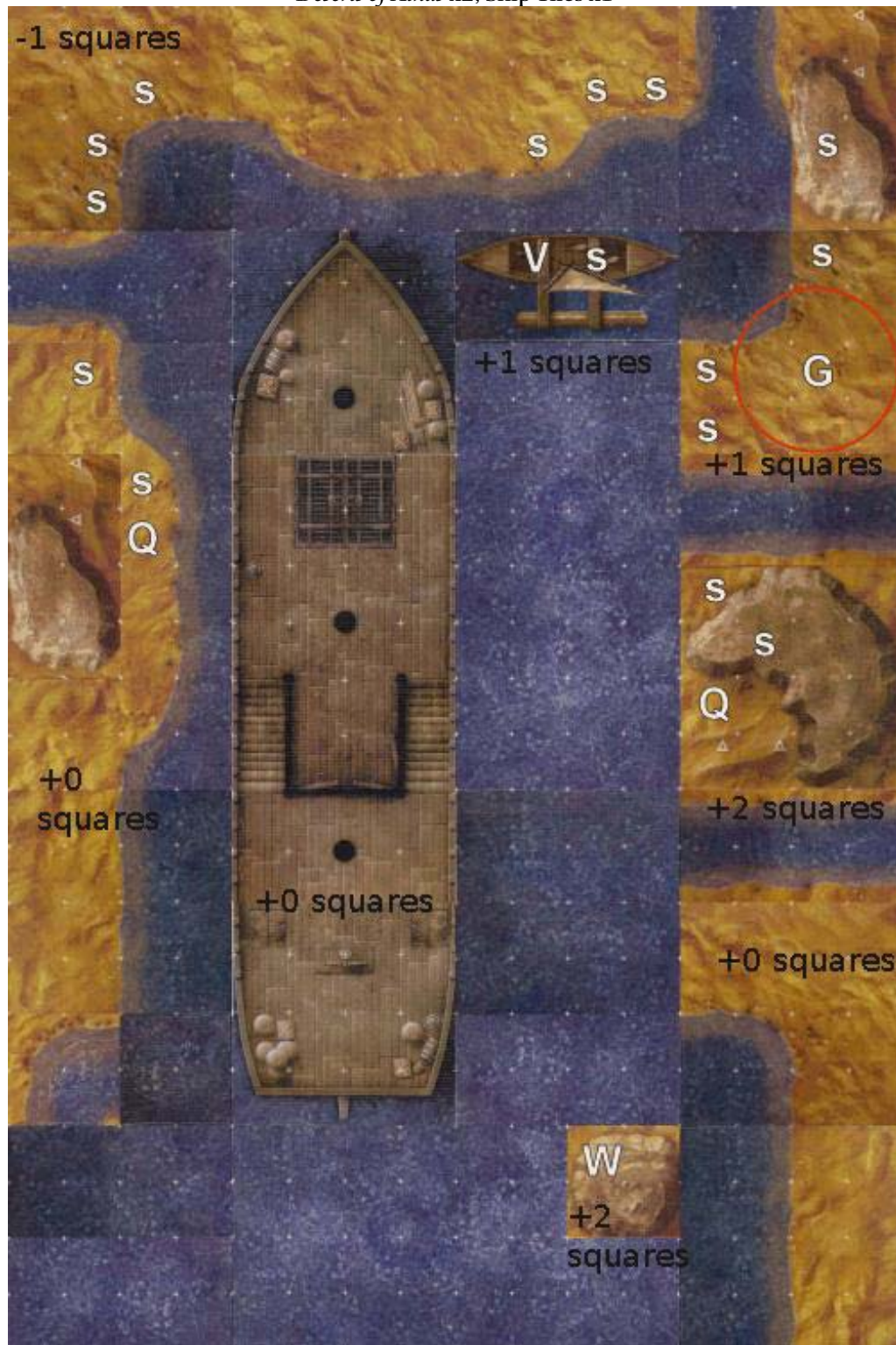
Storm Archon Tempest Weaver	Level 21 Artillery
Medium elemental humanoid (air, water)	XP 3,200
HP 155; Bloodied 77	Initiative +12
AC 33, Fortitude 32, Reflex 33, Will 33	Perception +14
Speed 6, fly 8 (hover)	
Immune disease, poison; Resist 15 lightning, 15 thunder	
TRAITS	
Defensive Squall	
A storm archon tempest weaver gains a +2 bonus to its AC and Reflex against ranged attacks.	
STANDARD ACTIONS	
m Storm Touch (lightning) • At-Will	
Attack: Melee 1 (one creature); +26 vs. Fortitude	
Hit: 3d10 + 9 lightning damage.	
R Resounding Bolt (lightning, thunder) • At-Will	
Attack: Ranged 10 (one creature); +26 vs. Fortitude	
Hit: 2d10 + 12 thunder damage, and ongoing 10 lightning damage (save ends).	
C Lightning Blast (lightning) • Recharge when first bloodied	
Attack: Close burst 2; +24 vs. Reflex	
Hit: 3d8 + 11 lightning damage, and the target is blinded until the end of the storm archon tempest weaver's next turn.	
A Heart of the Tempest (lightning, thunder) • Encounter	
Attack: Area burst 3 within 20; +24 vs. Reflex	
Hit: the target slides 3 squares, takes ongoing 10 lightning damage, and ongoing 10 thunder damage, and is restrained (save ends all).	
Skills Intimidate +20	
Str 14 (+12)	Dex 15 (+12)
Con 23 (+16)	Int 25 (+17)
Wis 18 (+14)	Cha 25 (+16)
Alignment chaotic evil	Languages Primordial
Equipment robes	
Note: Upgraded damage expressions for this creature	

Storm Archon Squallshield (level 20)	Level 20 Soldier
Medium elemental humanoid (air, water)	XP 2,000
HP 192; Bloodied 96	Initiative +17
AC 36, Fortitude 33, Reflex 33, Will 29	Perception +17
Speed fly 8 (hover)	
Immune disease, poison; Resist 15 lightning, 15 thunder	
TRAITS	
Mark of the Tempest	
When a storm archon squallshield hits a creature marked by it with a ranged or melee attack, that creature is slowed (save ends).	
O Rain Wall • Aura 1	
Each enemy that starts its turn within the aura must make a DC 25 Athletics check or Acrobatics check. An enemy that fails the check is knocked prone.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +26 vs. AC	
<i>Hit:</i> 3d8 + 15 damage, and the target is marked until the end of the storm archon squallshield's next turn	
R Snarling Lightning (lightning) • Recharge 5-6	
<i>Attack:</i> Ranger 10 +24 vs. Reflex	
<i>Hit:</i> 3d8 + 15 lightning damage, and the target is marked (save ends). Each enemy adjacent to the largest takes half damage and is marked (save ends)	
MOVE ACTIONS	
Pursuing Storm (teleportation) • Recharge 5-6	
<i>Effect:</i> The storm archon squallshield teleports 7 squares to a space adjacent to a creature it has marked. The target grants combat advantage to the squallshield until the end of the squallshield's turn.	
Str 19 (+14)	Dex 20 (+15)
Con 24 (+17)	Int 17 (+13)
	Wis 15 (+12)
	Cha 17 (+13)
Alignment chaotic evil Languages Primordial	
Equipment plate armor, light shield, longsword	
Note: Upgraded damage expressions for this creature.	

ENCOUNTER 3: ROADBLOCK MAP

TILE SETS NEEDED

Deserts of Athas x2, Ship Tiles x1



ENCOUNTER 4: THRYM'S OFFER

SETUP

Important NPCs:

Thrym, the Great Jarl, Ruler of the Frost Giants

The PCs are brought before Thrym in his fortress.

You are led through a gigantic fortress that seems to have been hewn from the ice. Everything is huge, and it feels to take forever to traverse the giant corridors. Finally you enter a hall that could house an entire village. On a massive throne sits a man of enormous size. His gaze is cold, his eyes unfriendly.

See Appendix I for a description of Thrym and his background. The Jarl is blunt and quickly comes to the point, speaking in a thunderous voice:

- The PCs are trespassers in his domain. Normally that means a painful and icy death.
- However, Thrym is aware who the PCs are (he knows their names), and that they travel to I'Cath. He is willing to let them in if they perform a task for him.
- I'Cath is ruled by Tsien Chiang. She is tied to the area in some mystical way and controls part of it. The number 'four' seems to play a role in it as everything in the domain is divided in fours - Tsien is obsessed with it.
- Thrym hates Tsien, but does not wish to face her unprepared.
- He wants the PCs to obtain from I'Cath Tsien's source of power, so he can destroy her.
- In exchange, he offers treasure, as well as his favor to be called on in the future and a good word with Auril to remove any disfavor with her or any of her exarchs.
- Any aid from Tsien is impossible to obtain if the PCs do Thrym's will, but he does not care.
- If he thinks it may go over well, he points out that Tsien is heartless, terribly evil and cruel. Thrym is not much better, but he tries to play his own dark nature down for this purpose.
- He does not know where Tsien's power lies (though he believes it tediously predictable that it is divided in four parts). He believes one of her daughters may know - a ghost called Nightingale. She was brutally murdered by her own mother, and dwells near a white marble tower in the domain. She refuses to deal with Thrym directly, but maybe she will speak with the PCs.

Thrym does not negotiate and dismisses any attempts by the PCs. PCs can either accept (in which case he lets them pass) or decline (at which he orders his minions to kick the PCs out of his domain again). It is possible for them to lie. Thrym doesn't care how the PCs feel as long as they agree. He plans to confront them later if they try to cheat.

Fighting Thrym is not an option at this point (there are too many epic tier creatures to fight) - but have PCs realize they can try again to enter the domain once they are free of the fortress.

ENDING THE ENCOUNTER

If the PCs accept, Thrym orders them on their way. He is not a patient man, and gives them 24 hours. This gives the PCs one opportunity for an extended rest.

The PCs ship is allowed entry to I'Cath. See Appendix IV for a description of I'Cath. Panahq sets the ship down on the Despairing Plains, several miles from the Palace of Bones. There are two obvious landmarks:

- Tsien's palace. It is fairly obvious that it is the residence of Tsien.
- The Tower of Broken Promises (a tall white tower). This is for PCs who would seek out Nightingale.

Tsien's daughter, Dong-Pei, however, has already learned of the PCs visit and of their agreement with Thrym (whether they meant it or not) through a spy, and she intercepts the PCs whether they travel to the Palace of Bones or the Tower of Broken Promises: go to Encounter 5.

If the PCs decline, Thrym has them 'escorted out'. Once the PCs are at a safe distance from the Fortress Gahamanarexis and her archons attack (though the PCs may take the initiative as well). Neither Gahamanarexis nor the PCs are expected to be surprised: run Encounter 3.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: WELCOME TO I'CATH

ENCOUNTER LEVEL 19/21 (11200/15200 XP)

SETUP

This encounter includes the following creatures at the low tier:

Dong-Pei 'Hate', winter hag (level 19) (H)

2 mavawahn (level 18) (M)

3 frost maidens (N)

This encounter includes the following creatures at the high tier:

Dong-Pei 'Hate', winter hag (level 21) (H)

2 mavawahn (level 19) (M)

3 frost maidens (level 19) (N)

Dong-Pei, also known as 'Hate', awaits the PCs. She has a small encampment on the edge of the Despairing Plains. There, she waits with her lovers (the mavawahn) and their offspring, a group of frost maidens, to attack the PCs.

The PCs approach from the right side of the map, though if they scout ahead and spot the mavawahn early, they can approach from the top or bottom as well.

The wind howls as it scours a plain consisting mostly of bare rocks. Up ahead, some measure of cover is visible in the form of a forest of glowing and glittering ice-sculptures.

Closer, the sculptures vaguely resemble trees. In some, the canopy is made out of whirling snow. Other trees are literally aflame or hum and vibrate with a sound that grates bones. A small pond is a whirlpool of ever shifting elemental forces.

In front of the elemental forest stands a large tent forged from mottled hide studded with barbs.

A Shou woman stands in front of it. She is young and pretty, but the look of evil hate on her face tears away all loveliness.

Dong-Pei knows of the PCs' deal with Thrym, and does not accept parlay. She immediately orders the attack.

"Slaves of Thrym," she shouts, "You have entered I'Cath. Know that you will go no further!"

She signals, and from the woods appear several lovely frost-covered Shou girls, while winged demons appear from over the rocky landscape.

Neither PCs nor Hate or her aids are surprised. The creatures attack immediately.

FEATURES OF THE AREA

Note that Hate, due to her connection to the land, is immune to any negative effects of the terrain. The mavawahn and frost maidens are not.

Carapace Tent: This tent is made of demonic hide. Any creature inside the tent has cover. In addition, any energy burst attack (i.e. fire, force, radiant, etc) that completely or partly overlaps the tent area is absorbed by the tent and does not affect anyone inside it.

Vegetation and pond: This feature is indicated on the map with dotted lines. Any creature that does not have forestwalk that is forcibly moved into the vegetation or the pond takes 3d8 + 7 points of cold, fire, and thunder damage.

Stone Boulders: These boulders are 20 feet (4 squares) high and blocking terrain. They are slippery with ice. It takes a DC 23/25 Athletics check to climb. Any creature on top of a boulder must make a DC 23/25 Acrobatics check at the end of its turn, or it slides one square towards or over the edge.

TACTICS

Dong-Pei attempts to trap as many PCs as possible in her icy bonds. She is uncomfortable using her magical flight, and prefers to stay on the ground. She only uses it to get away.

Using her winters curse, Dong-Pei determines the target for the mavawahn. The mavawahn attempt to pick on a nearby target and they use wing buffet to move back.

The maidens focus on targets that the mavawahn cannot reach while attempting to gain as much protection as possible from the mavawahn.

All creatures fight to the death. The mavawahn are bloodthirsty killers, Dong-Pei can't die permanently while Tsien lives, and her daughters know they are raised from the dead if they serve their mother well.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one frost maiden.

Six PCs: Add one frost maiden.

ENDING THE ENCOUNTER

If the PCs captured any creatures alive, they prove hard to interrogate. The mavawhan utter only threats and curses, and the maidens simply keep silent. None of the creatures are easily intimidated, and even if the PCs manage to put some fear in them, they fear Tsien Chiang far more.

If the PCs attempt to negotiate with Dong-Pei rather than use intimidation, she refers the PCs to Tsien's Palace of Bones, expecting them to meet their doom there. She laughs off any insinuation that the PCs use her as a bargaining tool - Tsien cuts any such attempts short by killing her own daughter (Dong-Pei does not reveal that she counts on the magic of I'Cath to resurrect her later).

From here, the PCs can move to meet Tsien' (Encounter 6) or go to seek out Nightingale (Encounter 7).

EXPERIENCE POINTS

The PCs earn 2240/3040 XP each if they defeat the monsters.

TREASURE

Dong-Pei carries an *architect's staff* +4. For simplicity's sake, the effect of the staff is not included in Dong-Pei's *icy bonds* power (the staff would add 4 squares to the zone).

ENCOUNTER 5: WELCOME TO I'CATH STATISTICS (LOW LEVEL)

Dong-Pei	Level 19 Lurker
Medium natural humanoid	XP 2,400
HP 139; Bloodied 69	Initiative +20
AC 35, Fortitude 31, Reflex 34, Will 32	Perception +19
Speed 6, fly 8 (clumsy)	Darkvision
Immune cold	
TRAITS	
O Inspire Hate • Aura 10	
A creature in the aura fights to kill, regardless of its original intent. It cannot subdue foes. The first time an attack reduces a creature in the aura to 0 hit points or lower, it can make a basic melee attack as an immediate interrupt.	
STANDARD ACTIONS	
m Graystaff (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 2d10 + 7 cold damage, and the target is immobilized (save ends).	
R Winter Curse (cold) • Recharge 5-6	
Attack: Ranged 10 (one creature); +24 vs. AC	
Hit: 3d10 + 6 cold damage and ongoing 10 cold damage (save ends), and the target's resistance to cold is negated until the end of the encounter.	
C Rimefire Blast (cold) • At-Will	
Attack: Close blast 5 (creatures in blast); +22 vs. Reflex	
Hit: 3d6 + 10 cold damage.	
A Icy Bonds (cold, zone) • Encounter	
Attack: Area burst 3 within 15.	
Effect: Creates a zone filled with chains of permafrost that remain until the end of the hag's next turn. Any creature that enters or begins its turn in the area or adjacent to it is restrained and takes ongoing 10 cold damage (save ends both). As a move action, Dong-Pei can slide a target shackled in icy bonds 2 squares.	
MINOR ACTIONS	
Blizard Step (teleportation) • Recharge 4-6	
Effect: Dong-Pei teleports 10 squares, reappearing in a hail of wind and frost; she gains invisibility until the end of her next turn.	
Change Shape (polymorph) • At-Will	
Effect: Dong-Pei can alter her physical form to appear as woman of any age of any Medium or Large humanoid race.	
Skills Stealth +11	
Str 17 (+12)	Dex 25 (+16) Wis 22 (+15)
Con 19 (+13)	Int 20 (+14) Cha 18 (+13)
Alignment chaotic evil Languages Common, Shou, Abyssal	
Equipment robes, staff	

Note: Dong-Pei is a winter hag, with *whiteout* replaced with *inspire hate*, and Shou and Abyssal as additional languages. Her defenses are 2 higher to account for the loss of her aura's concealment. Dong-Pei can take any female form (not just old crones).

Mavawhan (level 18)	Level 18 Skirmisher
Medium elemental humanoid (demon)	XP 2,000
HP 172; Bloodied 86	Initiative +17
AC 31, Fortitude 30, Reflex 31, Will 29	Perception +18
Speed 6, fly 6 (hover)	Low-light vision
Resist 10 cold	
TRAITS	
Blizzard Soul	
At the start of each of the mavawhan's turns, it slides each enemy adjacent to it 1 square.	
STANDARD ACTIONS	
m Claw (cold, poison) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 6d6 + 4 cold and poison damage.	
M Ice-Venom Talons (cold, poison) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d6 + 4 damage, and the target takes ongoing 10 cold damage and is slowed (save ends both).	
First Failed Saving Throw: The target takes ongoing 15 cold damage and is immobilized (save ends both).	
Second Failed Saving Throw: The target is petrified, but turned into ice instead of stone.	
C Icy Blast (cold) • Encounter	
Attack: close blast 5 (creatures in blast); +21 vs. Fortitude	
Hit: 4d8 + 7 cold damage, and the area of the blast becomes difficult terrain until the end of the encounter.	
MOVE ACTIONS	
Wing Burst • At-Will	
Effect: The mavawhan shifts 3 squares.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
Trigger: The mavawhan takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The mavawhan gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills Stealth +20	
Str 21 (+14)	Dex 23 (+15) Wis 19 (+13)
Con 20 (+14)	Int 6 (+7) Cha 10 (+9)
Alignment chaotic evil Languages Abyssal	

Frost Maidens		Level 17 Artillery
Medium elemental humanoid		XP 1,600
HP 130; Bloodied 65		Initiative +12
AC 31, Fortitude 30, Reflex 28, Will 29		Perception +13
Speed 6 (forest walk), climb 6		Darkvision
TRAITS		
O Blessing of I'Cath (cold) • Aura 1		
Any enemy that starts its turn within the aura takes 10 cold damage.		
STANDARD ACTIONS		
m Icicle Claw • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 2d8 + 5 damage or 3d10 +9 damage while the frost maiden is bloodied.		
r Ice Bolt (cold) • At-Will		
Requirement: The frost maiden must not be bloodied.		
Attack: Ranged 20 (one creature); +20 vs. Fortitude		
Hit: 3d10 +9 cold damage, and the target is slowed (save ends).		
OTHER POWERS		
Bloodied Rage		
Trigger: The frost maiden is first bloodied		
Effect (No Action): The frost maiden gains 20 temporary hit points.		
Variable Resistance • Encounter		
Trigger: The frost maiden takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The frost maiden gains resist 10 to the triggering damage type until the end of the encounter.		
Str 23 (+14)	Dex 19 (+12)	Wis 21 (+13)
Con 22 (+14)	Int 7 (+6)	Cha 18 (+12)
Alignment chaotic evil Languages Common, Shou		
Note: As Hate's daughters, these rageborn frost hurlers reskinned into maidens speak Shou rather than Abyssal. They do not count as demons, and have <i>forest walk</i> as an additional ability.		

ENCOUNTER 5: WELCOME TO I'CATH STATISTICS (HIGH LEVEL)

Dong-Pei (level 21)	Level 21 Lurker
Medium natural humanoid	XP 3,200
HP 155; Bloodied 76	Initiative +21
AC 37, Fortitude 33, Reflex 36, Will 34	Perception +20
Speed 6, fly 8 (clumsy)	Darkvision
Immune cold	
TRAITS	
O Inspire Hate • Aura 10	
A creature in the aura fights to kill, regardless of it's original intent. It cannot subdue foes. The first time an attack reduces a creature in the aura to 0 hit points or lower, it can make a basic melee attack as an immediate interrupt.	
STANDARD ACTIONS	
m Graystaff (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 2d10 + 9 cold damage, and the target is immobilized (save ends).	
R Winter Curse (cold) • Recharge 5-6	
Attack: Ranged 10 (one creature); +26 vs. AC	
Hit: 3d10 + 8 cold damage and ongoing 10 cold damage (save ends), and the target's resistance to cold is negated until the end of the encounter.	
C Rimefire Blast (cold) • At-Will	
Attack: Close blast 5 (creatures in burst); +24 vs. Reflex	
Hit: 3d8 + 9 cold damage.	
A Icy Bonds (cold, zone) • Encounter	
Attack: Area burst 3 within 15	
Effect: Creates a zone filled with chains of permafrost that remain until the end of the hag's next turn. Any creature that enters or begins its turn in the area or adjacent to it is restrained and takes ongoing 10 cold damage (save ends both). As a move action, Dong-Pei can slide a target shackled in icy bonds 2 squares.	
MINOR ACTIONS	
Blizard Step (teleportation) • Recharge 4-6	
Effect: Dong-Pei teleports 10 squares, reappearing in a hail of wind and frost; she gains invisibility until the end of its next turn.	
Change Shape (polymorph) • At-Will	
Effect: Dong-Pei can alter her physical form to appear as woman of any age of any Medium or Large humanoid race.	
Skills Stealth +12	
Str 17 (+13)	Dex 25 (+17)
Con 19 (+14)	Int 20 (+15)
	Wis 22 (+16)
	Cha 18 (+14)
Alignment chaotic evil	Languages Common, Shou, Abyssal
Equipment robes, staff	

Note: Dong-Pei is a winter hag, with *whiteout* replaced with *inspire hate*, and Shou and Abyssal as additional languages. Her defenses are 2 higher to account for the loss of her aura's concealment. Dong-Pei can take any female form (not just old crones).

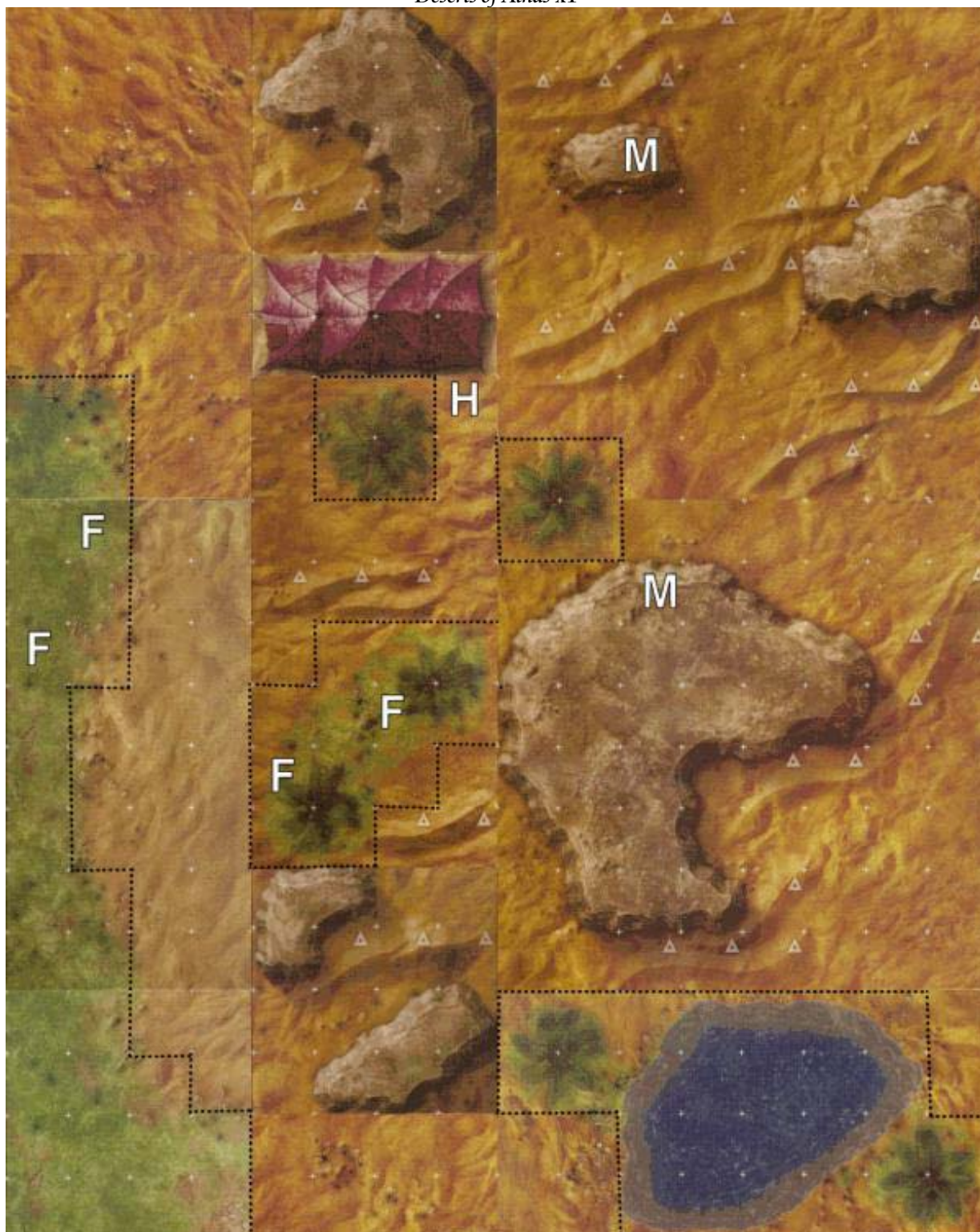
Mavawhan (level 20)	Level 20 Skirmisher
Medium elemental humanoid (demon)	XP 2,800
HP 188; Bloodied 94	Initiative +18
AC 33, Fortitude 32, Reflex 33, Will 31	Perception +19
Speed 6, fly 6 (hover)	Low-light vision
Resist 10 cold	
TRAITS	
Blizzard Soul	
At the start of each of the mavawhan's turns, it slides each enemy adjacent to it 1 square.	
STANDARD ACTIONS	
m Claw (cold, poison) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 6d6 + 6 cold and poison damage.	
M Ice-Venom Talons (cold, poison) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d6 + 6 damage, and the target takes ongoing 10 cold damage and is slowed (save ends both).	
First Failed Saving Throw: The target takes ongoing 15 cold damage and is immobilized (save ends both).	
Second Failed Saving Throw: The target is petrified, but turned into ice instead of stone.	
C Icy Blast (cold) • Encounter	
Attack: close blast 5 (creatures in blast); +23 vs. Fortitude	
Hit: 4d8 + 9 cold damage, and the area of the blast becomes difficult terrain until the end of the encounter.	
MOVE ACTIONS	
Wing Burst • At-Will	
Effect: The mavawhan shifts 3 squares.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
Trigger: The mavawhan takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The mavawhan gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills Stealth +21	
Str 21 (+15)	Dex 23 (+16)
Con 20 (+15)	Int 6 (+8)
	Wis 19 (+14)
	Cha 10 (+10)
Alignment chaotic evil	Languages Abyssal

Frost Maidens (level 19)		Level 19 Artillery
Medium elemental humanoid (demon)		XP 1,600
HP 143; Bloodied 72		Initiative +13
AC 33, Fortitude 32, Reflex 30, Will 31		Perception +14
Speed 6 (forest walk), climb 6		Darkvision
TRAITS		
O Blessing of I'Cath (cold) • Aura 1		
Any enemy that starts its turn within the aura takes 10 cold damage.		
STANDARD ACTIONS		
m Icicle Claw • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 2d8 + 7 damage or 3d10 + 11 damage while the frost maiden is bloodied.		
r Ice Bolt (Cold) • At-Will		
Requirement: The frost maiden must not be bloodied.		
Attack: Ranged 20 (one creature); +22 vs. Fortitude		
Hit: 3d10 +11 cold damage, and the target is slowed (save ends).		
OTHER POWERS		
Bloodied Rage		
Trigger: The frost maiden is first bloodied.		
Effect (No Action): The frost maiden gains 20 temporary hit points.		
Variable Resistance • Encounter		
Trigger: The frost maiden takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The frost maiden gains resist 10 to the triggering damage type until the end of the encounter.		
Str 23 (+15)	Dex 19 (+14)	Wis 21 (+14)
Con 22 (+15)	Int 7 (+7)	Cha 18 (+13)
Alignment chaotic evil Languages Common, Shou		
Note: As Hate's daughters, these rageborn frost hurlers reskinned into maidens speak Shou rather than Abyssal. They do not count as demons, and have <i>forest walk</i> as an additional ability.		

ENCOUNTER 5: WELCOME TO I'CATH MAP

TILE SETS NEEDED

Deserts of Athas x1



ENCOUNTER 6: THE PALACE OF BONE

SETUP

Important NPCs:

Tsien Chiang, master sorceress

Qiuki 'Scream', Tsien's third daughter.

Run this encounter if the PCs approach Tsien's palace. PCs can get here even after they fight Hate.

If the PCs allow, Mei Chiang accompanies them to the Palace of Bone. Mei is unaware that she is the granddaughter of Nightingale (Tsien's fourth daughter). Tsien and her daughter Scream know, but see no reason to reveal it to her or to the PCs.

Tsien's palace has twisting spires, elaborately carved pillars, dazzling architecture, and an enormous entrance big enough to allow easy access to giants. The walls and floors must originally have been a pearl grey or off-white, but that is hard to make out, as everything is covered in fine inscriptions.

See Appendix V for a map of the Palace of Bone. Important things for the PCs to note are:

- The palace looks to be constructed of white stone and pearl, but closer examination reveals it to be made entirely of bones.
- Every inch of the palace - walls, floors, ceilings, and furniture - is covered in small inscriptions. The inscriptions are in all kinds of languages and alphabets.
- PCs find various bits in languages they know. Fragments deal with ancient history, arts, religion, and arcane lore. There is no system to it. If a PC uses some ritual or magic item such as Comprehend Languages or reading spectacles to read the texts, they feel a sickening sense of vertigo.
- Those who stay in the place for any length of time get the feeling that it is alive - or at least sentient.

When the PCs enter the palace, they meet Tsien.

A tall Shou woman steps into view. She moves gracefully and with purpose, but her eyes look haunted and she continually mutters. Her hands are stained with ink. Four tiny flying creatures accompany her, carrying scrolls, food, and quills.

A younger woman, her face a mask of thickly applied makeup, follows in their wake.

With a flick of the older woman's wrist, the fine inscriptions on one wall are wiped away. Her finger traces elaborate patterns, and a quill darts forward and starts scribing new runes in the empty space.

Tsien spends her days scrubbing out and re-scribing lore on the palace walls. Her daughter, Qiuki, accompanies her. Four homunculi take care of Tsien's wants and needs; feeding her, grooming her, and actually forcing her to bathe and rest.

Qiuki is the first to address the PCs.

"Who are you?" The young woman asks in a hoarse whisper. "If you serve Thrym, then you are most unwelcome here. We prefer not to deal with brutes."

Qiuki does not know why the PCs are here, though she knows that they have a place in her mother's plans. She desires not to start a fight as it likely displeases her mother. She instead tries to bait the PCs into telling why they are there.

If Mei is present, Qiuki focuses on her for a few moments. She stares hatefully at her and mutters something in Shou ("Chun-fu's Brood? Impossible!"). She refuses to elaborate when asked what it meant.

Allow the PCs to interact with Qiuki enough to realize who they are dealing with and that Qiuki cannot provide answers. Only then have Tsien respond.

"I have seen the sign, the omens, the portents, and the foretellings," Tsien exclaims, rising abruptly and scattering ink, scrolls and quills all around her. The homunculi hurry to clean up the mess.

"The outer void put it in my mind, my thoughts, my awareness, and my consciousness. Four signs herald a time of war, conflict, strife, and turmoil. A time when the barriers are breached and those who slumber awaken, rise, come forth, and fight again. Three signs have passed. The fourth is imminent, close, near, to happen ... soon..."

Tsien gazes at you, and in her eyes lurks insanity.

"It is written on these walls and on the tablet whose hidden meanings, secrets, mysteries, and forbidden lore you seek."

Tsien is aware of the PCs' goal. She allows them to state their questions and any offers they may make, but ignores any of it. She already made up her mind.

“I can tell you what you want to know.” Tsien says. “What you NEED to know to save your world. But first, bring me what I need, want, require and have to have. Bring me the final words.” She points at the wall. “The last and final words to write down to release me from the madness, insanity, lunacy and psychosis.”

Tsien does not know where the PCs can find the final words. She suspects that her daughter, Chun-Fu, who others call Nightingale, knows. They can find her at the Tower of Broken promises.

If PCs ask about the prophecies, she tells them that they are ancient. She once had them inscribed on four bells in four shrines, now ruins in her domain. PCs can find the prophecies if they search out the shrines (see Encounter 7). The four signs (translated from Shou) are summarized in Handout II.

If the PCs ask about the relation of the Chiang clan to Tsien, she comments:

“One of my daughters and her spawn flew out long ago. They abandoned, forsook, left and deserted me, but I will call them to my service once more when I am free of my curse.”

If the PCs ask about the relationship between Mei and Tsien, she comments:

“The spawn of my youngest daughter was taken when just a babe. I had thought the girl killed, murdered, destroyed, put an end to but here stands her own brood. I still can remedy the mistake... But I will gift her to you, if you perform this service.”

Tsien does not elaborate further.

If the PCs brought Dong-Pei or one of her daughters as bargaining tools, they find Qiuki and Tsien uninterested in such a trade. If they threaten to harm them, Tsien simply blasts the hostages herself, killing them instantly. She knows that any of her offspring will rise again due to the magic sustaining I’Cath, though do not let that fact diminish the coldhearted brutality of her act.

ENDING THE ENCOUNTER

The PCs are not to come back without the words. Before they leave, Tsien adds:

“Bring me the words within 24 hours. I do not answer the questions of incompetents.”

This gives the PCs exactly one opportunity for an extended rest, should they need it.

This encounter should not lead to a fight. Tsien is an epic level threat, and the PCs should realize she is far more powerful than they are. If the PCs resort to violence anyway, Tsien utters an arcane word, and the PCs are wrapped in an icy shroud and teleported away, dropped somewhere in the freezing wastes of I’Cath. They each lose one healing surge from the transport. They are free to return to the palace and restart negotiations, but until the PCs actually have the Hearts, Tsien just teleports them away again.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

ENCOUNTER 7: THE FOUR HEARTS

Four locations in I'Cath hold hearts - large gemstones that tie Tsien's magic to the land. Combined, these Hearts are the source of Tsien's power, as well as the knowledge Tsien herself needs to break her curse: four Words of Creation she was looking for in the library and which were infused into the Hearts when she was cursed by Corellon.

The power of the Hearts was such that Tsien's magic and very soul is tied to the earth of I'Cath. When she was banished from Faerûn, she used the magic to take the land with her, transporting it to Simbulwinter. Most plants died in the cold, but the magical and poisonous groves she had created herself survived, frozen but yet bearing fruit.

The Four Signs: The hearts were once part of four bells, each hung in a separate shrine and inscribed with a prophecy, a sign, which Tsien tortured out of a seer.

Tsien continued to attempt to explain these signs over the years, and has finally reached an interpretation that satisfies her (though like all interpretations, it is open to debate).

The names of the signs - and their explanation according to Tsien - are:

- The Sign of Hate, which came to pass in *DRAG1-6 The Night of Fallen Petals*, when undead rose to kill the Neng clan below the mesa of Nathlek city.
- The Sign of Screams, which came to pass in *DALE2-2 Agony*, when a cloud of poison was released on the populace of New Velar.
- The Sign of Spite, which came to pass in *CORE2-8 Enemy of my Enemy*, when the drow of Sshamath were drawn into a civil war.
- The Sign of Lament, which Tsien believes relates to the shattered tablet, and signifies her own release.

The transportation of I'Cath damaged the bells, and the shrines are now in ruins.

The Hearts and the Trees: Tsien took the Hearts from the bells, and moved them to the four main trees of her groves: the Tree of Lament, the Tree of Malice, the Tree of Venom, and the Tree of the Ravenous. Each tree acts as a guardian for a Heart.

Each Heart is also tied to the soul of one of Tsien's daughters. Tsien's daughters cannot truly die while their Hearts still remain, and Tsien cannot truly die while at least one daughter yet lives.

Tsien's daughters are:

- Dong-Pei (Winter's Grudge), also known as Hate. She is Tsien's first daughter.
- Xiate or Ha-Teh (Summer's Evil), also known as Spite. Tsien's second daughter, and the only one who does not live in I'Cath.
- Qiuki (Autumn's Breath), also known as Scream, Tsien's third daughter, who speaks in a whisper.
- Chun-Fu (Spring's Burden), also known as Nightingale, Tsien's fourth daughter, the only good one.

The Hearts and Words of Creation: Each heart is also infused with a word of creation. PCs staring intently at the gem, note the word within the gem. It is written both in Supernal and Abyssal. Only PCs who speak one of these languages can read the words since their magic prevents magical translation. These words do not grant power to the PCs since they are too closely tied to the gem.

ENDING THE ENCOUNTER

Of all the daughters, only Nightingale knows of the Hearts, and only she can help the PCs. They need to speak to her first. Continue with Encounter 7a. If Thrym or Tsien did not direct them there, Mei Chiang suggests the PCs go there. She feels a 'calling'. If the PCs allow, she accompanies them to the tower.

EXPERIENCE POINTS

Note that Encounter 7a, 7b, 7c and 7d are all separate encounters and PCs earn xp and milestones for each of them as the individual encounters they are.

ENCOUNTER 7A: THE TOWER OF BROKEN PROMISES

SETUP

Important NPCs:

Chun-fu 'Nightingale', Tsien's fourth daughter, female ghost.

If the PCs allow, Mei Chiang accompanies them to the tower. She feels something drawing her in that direction.

Rising over the frozen landscape is a tall lean marble tower. Earth motes covered in man-sized icicles float around it. An enormous willow tree wraps its trunk around the tower. There are no windows, only a single door.

The tower is about 10 feet wide but widens slightly at the top. It is Nightingale's tomb. Her body and Heart are inside the tower, which is unbreachable – no magic can affect it.

When the PC get near the tower, they spot the shrine as it is on their path towards it:

Under the shattered remains of a cluster of once frozen willows stands a small shrine. It is in pristine condition.

If they look inside:

Inside is a large bell. A smooth gap in its surface shows a place that once held some large stone or jewel. The bell bears an inscription around its edge.

If any PC reads Shou, give them **Handout II -The Sign of Lament**.

If PCs approach the tree read:

A great grief comes over you. The closer you get to the tree, the deeper the sorrow gets, until getting close is too much to bear.

A DC 25 Arcana check detects the grief as a powerful magical compulsion that emanates from the tree (rather than the tower). This is Tsien's magic, intended to keep people away from the tower and remind her of what she perceives to be her daughter's weakness. It cannot be resisted. Even otherwise unemotional PCs, are affected. PCs who continue to move towards the tree collapse several feet from it, unable to move due to grief. Only great effort allows them to drag themselves away again.

Once the PCs have inspected the area and found that they cannot get inside the tower, Nightingale appears.

A soft song sounds through the willows, a sad weeping. Through the trees approaches a young woman. She is partly translucent and floats several feet off the ground. Beautiful dark eyes in a soft and friendly face look at you curiously.

If the PCs brought Mei, the ghost focuses on her:

"You so look like... Laihu, my daughter... But no, you are different. Why have you come to this cursed land?"

If the PCs did not bring Mei, she says:

"Strangers? You are not with my mother... Why are you in this cursed land?"

Nightingale is non-violent. She is curious about the PCs, recognizing them as neither minions of her mother or Thrym.

If the PCs are peaceful and talk to her, she can tell them much about herself, her family, and her relation to Mei. She does not know how long she has been dead, but knows it was 'years' ago.

If the PCs do not do so on their own, Nightingale asks them why they are there. If the PCs indicate they are searching for Tsien's power source (for Thrym), or the final words (for Tsien), Nightingale realizes who they are working for. She asks:

"I know what you seek. But why do you want to aid such a horrible person? Surely no good can come from it?"

As long as PCs are mostly truthful, they should not have a problem convincing Nightingale to aid them for the greater good. If they do not act inappropriately, Nightingale eventually gives in. She tells them the following:

- Thrym has tried to get the information the PCs seek before. He plans to destroy Tsien with it. Nightingale did not help as she does not trust Thrym.
- Tsien's divided her soul in four parts through a process somewhat similar to that of a lich and its phylactery.
- Each part is caught in a powerful gem, called a Heart. Each Heart is also tied to the spirit of one of Tsien's daughters, and beats with that woman's life force.
- The Hearts were originally set in the bells of four shrines. Each bell is set with a prophetic inscription. However, Tsien moved all Hearts at

some point, destroying the shrines and then setting each of the Hearts instead inside monstrous trees.

- Nightingale's Heart is in the tower, guarded by the Tree of Lament. The trees holding the hearts of her sisters are the Tree of Malice, the Tree of Venom, and the Tree of the Ravenous. Each is an evil creation of Tsien's.
- Nightingale knows the story about Tsien's curse (see Background section at the start of the adventure), and is aware the curse also influenced the Hearts (which are after all closely tied to Tsien). Words of power were infused in the Hearts. It are these words that Tsien seeks, but which also prevents Tsien from finding the Hearts. Nightingale does not know which words are infused with the Hearts.
- Nightingale offers her own 'heart', which only she can take from the tower, if the PCs can procure those of her sisters.
- Together, these open a path to Tsien's soul and her power which the PCs can then give to Tsien (if they want an answer) or to Thrym (if they want to oppose Tsien).
- Regardless, she fears what the PCs actions portent for the future. She does not believe her mother to be up to any good, nor does she believe that Thrym can truly defeat her.
- Still, either act will set her soul free. If the PCs have doubts about working for Tsien and missed Thrym's offer, she suggests they can always try to keep the Hearts for themselves.

TREASURE

The PCs may earn Nightingale's Heart. The Heart also acts as a *brooch of vitality* +4. While the PCs have to part with the heart in Encounter 8, it returns to their possession at the end of the adventure (see Conclusion).

ENDING THE ENCOUNTER

Once the PCs have the information they need, Nightingale can point them in the direction of the trees.

When the PCs return with the three hearts of her sisters, Nightingale enters her own tower, and returns with a large star sapphire, with a soft blue glow inside it. It is pleasant to touch and faintly pulses, like a heart, when held. It contains the word "creation" in Supernal (or more precisely "new beginnings") and "destruction" in Abyssal.

Should PCs decide not to look for the hearts Tsien summons them to her palace when their time (24 hours) is up. Go to Encounter 8.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

ENCOUNTER 7B: THE TREE OF MALICE

ENCOUNTER LEVEL 19/21 (10400/14400 XP)

SETUP

This encounter includes the following creatures and/or traps at the low tier:

- 1 tree of malice (H and C)
- 3 juggernaut of the Frostmaiden (J)
- 1 Icedawn's iron bulwark (B)

This encounter includes the following creatures and/or traps at the high tier:

- 1 tree of malice (level 20) (H and C)
- 3 juggernaut of the Frostmaiden (level 20) (J)
- 1 Icedawn's iron bulwark (level 21) (B)

PCs go here if they seek Hate's heart. They have to approach Lake Zar to find her shrine and tree.

Bursts of steam and flickering flames abound near the lava lake, but the temperature here is even colder than elsewhere. The forces of cold and heat battle here, and cold is winning, freezing lava and even fire itself. Occasionally, flames burst free, to freeze into glowing solid shape only moments later.

The ruins of a shrine stand close to the lakeshore. A small river of lava has cut a path through it, but the main cause of the shrines ruin is a large and twisted tree that grows out of its roof. Even from a distance you sense its evil intent.

Hate's tree is a mulberry. It grows inside the shrine, among the shattered remains of a large bell. The fragments of the bell include engraved words. If PCs puzzle the fragments together, give them the 'Sign of Hate' from Handout II.

Several barbarians, men who worked for Thrym but were overcome by the Tree of Malice, guard the shrine. They attack as soon as the PCs set foot in the shrine or when the PCs open attack.

FEATURES OF THE AREA

Frozen Mulberry Trees: The trees on the map are frozen mulberry trees. These trees - even though they are frozen and should be long dead - bear edible fruit. The berries hang within reach and can be plucked and eaten.

Any time a PC eats a fruit (a minor action) the PC needs to make a saving throw (at a -5 if the PC ate any fruit before; it is charm effect).

On a success, the PC is filled with momentary rage, and gains a +2 bonus on damage rolls with melee and close attacks until the end of his or her turn.

On a failure, the PC takes 3d6 psychic damage and is instantly dominated (save ends) by the Tree of Malice (see entry below). The tree causes allies to turn on each other, so that anyone dominated attacks his or her allies until they save against the effect. The fruit smells tempting, but there is no compulsion to eat them. The trees are blocking terrain.

Frozen Lava (water on the map): The water is really lava whose upper crust is frozen. This counts as hazardous terrain. The crust can be walked with care (treat as difficult terrain), but is fragile. Any creature that is forcibly moved into such terrain, or starts its turn there while not yet affected by the ongoing fire damage, breaks through the ice. The ice then quickly freezes again around the creature. It is restrained (save ends, or DC 23/25 Athletics as a move action to escape) and takes ongoing 15 fire damage until it leaves the area.

Frozen Fire: Difficult terrain marked on the map is frozen fire. This counts as hazardous terrain. The fire looks like glowing ice shaped in the form of flames. Occasionally the ice melts, the flames reshape, and freeze again. Anything below the fire (whether wood, stone or even elemental ice) is blackened and reduced to glowing embers.

Despite the fact that they are frozen, the fire still burns. The flames are difficult terrain. In addition, any creature that enters a square or starts its turn in one, takes 3d6 + 10 cold and fire damage (maximum once per turn).

The Tree of Malice/Hate's Heart: The Tree of Malice is a giant mulberry tree. Like the other mulberry trees, its fruits are poisonous.

It holds Hate's heart, a red pulsing gem that is embedded in its wood. The Tree of Malice is sentient. It attempts to dominate the PCs and set them against each other (see the statblock). The tree goes dormant once its heart is removed (though its fruit stays poisonous).

Rage stone: The area around the shrine and the lake is infused with the tree's malice. The upper 8 rows on the map (the desert terrain), and any terrain off the map acts like rage stone. A creature that starts its turn in a square of rage stone must make a melee attack on that turn or takes 10 psychic damage.

The intent of the rage stone is to draw PCs toward the shrine.

Affecting the terrain: The PCs can affect the terrain in the area. They can spend a standard action to perform the following action:

Influence Terrain

Trigger: You make a DC 20 Intelligence check as a standard action.

Effect: You douse one square of flames within 10 squares, or move it one square in any direction. If it moves in a creature's space, that creature takes damage as if it entered the square.

Heart in Encounter 8, it returns to their possession at the end of the adventure (see Conclusion).

TACTICS

The juggernauts and the bulwarks are aware of their immunity to the Tree of Malice's attacks. As such they try to keep the fight within its range, actively withdrawing should the PCs try to lure them away.

Using *barreling strike* the juggernauts attempt to push PCs into the frozen fire or lava, changing to charge attacks when unable to use the terrain to their advantage. They use *banesworn wrath* at the earliest opportunity.

Wanting to make optimal use of its *retribution* the bulwark tries to position itself to keep as many PCs with area effects affected by its marking aura as possible. It attempts to hinder any PCs attempting to interfere with the tree of malice or its connected crystals (see statblock for the Tree of Malice).

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one juggernaut of the Frostmaiden. The domination by the Tree of Malice ends at the end of the dominated PC's turn.

Six PCs: Add one Icedawn's iron bulwark.

ENDING THE ENCOUNTER

Once the PCs have retrieved Hate's Heart, its dominating effect goes away, though the juggernaut's and bulwark continue to attack.

The heart is hot to the touch. It emits a hard red glow and pulses angrily, like an agitated heart, when held. The word "truth" in Supernal and "lies" in Abyssal can be seen in the gem.

EXPERIENCE POINTS

The PCs earn 2080/2880 XP each if they defeat the monsters.

TREASURE

The PCs can also earn Hate's heart. The heart acts as a *mirror of opposition*. While the PCs have to part with the

ENCOUNTER 7B: THE TREE OF MALICE STATISTICS (LOW LEVEL)

Tree of Malice	Level 18 Blaster
Trap	XP 2,000
Trap The tree of malice attacks the nearest creature without the cold keyword within range on its turn. Initiative +8	
Perception	
Characters can't use Perception to detect this trap.	
Arcana	
<ul style="list-style-type: none"> DC 23: The character recognizes that the glowing crystals (C on the map) in the walls are focusing the tree of malice's power. DC 32: The heart of the tree of malice, a gem in the tree stem, is an artifact and is indestructible by any conventional means. 	
TRIGGERED ACTIONS	
Attack	
<i>Trigger:</i> Once on its turn, the trap attacks the nearest non-evil creature to it within range. If the tree has no line of effect to a creature, but that creature is inside the shrine, the tree gains line of effect, but the creature has superior cover (-5 to attacks) against the attack.	
<i>Attack (Standard Action):</i> Ranged 10 (one creature); +24 vs. Will	
<i>Hit:</i> The target is dominated (save ends) and is under the control of the tree of malice. The tree directs those it dominates to attack their allies.	
<i>Aftereffect:</i> The target takes 2d10 + 5 cold damage and is immobilized (save ends).	
Countermeasures	
<ul style="list-style-type: none"> Athletics DC 32 or Thievery DC 32: An adjacent character can remove Hate's heart from the tree with a successful check. This disables the tree. The character gains a +2 bonus to this check for each crystal that has been destroyed. No check is needed if all the crystals have been destroyed. A character can attack any of the 10 glowing crystals (AC 29, other defenses 26; hp 1 each). Destroying all crystals disables the trap and hate's heart can be taken without a check. 	

Note: The tree of malice is a reflavored seed of winter. It targets non-evil creatures (rather than creatures without the cold keyword).

Juggernaut of the Frostmaiden	Level 18 Brute
Medium immortal humanoid	XP 2,000
HP 174; Bloodied 87	Initiative +15
AC 30, Fortitude 29, Reflex 28, Will 28	Perception +14
Speed 7	
Resist 15 cold, 15 fire; see also <i>terrible slaughter</i>	
Saving Throws +2 against effects that immobilize, restrain, or slow	
TRAITS	
Terrible Slaughter	
While not bloodied, a juggernaut gains a +4 bonus to damage rolls and resist 5 to all damage.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +23s. AC	
<i>Hit:</i> 3d10 + 12 damage.	
M Barreling Strike (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC	
<i>Hit:</i> 3d10 + 12 damage, and the juggernaut pushes the target 5 squares.	
C Frostsworn Wrath (weapon) • Recharge when bloodied	
<i>Attack:</i> Close burst 1 (enemies in burst); +21 vs. AC	
<i>Hit:</i> 2d10 + 8 damage, and ongoing 10 damage (save ends).	

TRIGGERED ACTIONS		
Unstoppable Charge		
<i>Trigger:</i> The juggernaut makes a charge attack.		
<i>Effect:</i> The juggernaut rolls twice and uses the higher of the two results.		
Skills Athletics +21, Intimidate +20, Religion +16		
Str 25 (+16)	Dex 22 (+15)	Wis 21 (+14)
Con 22 (+15)	Int 15 (+11)	Cha 22 (+15)
Alignment chaotic evil Languages Common, Primordial		
Equipment great sword, scale armor.		
Note: The juggernaut is a reflavored (chaotic evil) juggernaut of the Black Hand. Upgraded damage expressions for this creature. Changed immunity to fear to resist 15 cold and 15 fire.		

Icedawn's Iron Bulwark	Level 19 Soldier
Medium immortal humanoid	XP 2,400
HP 184; Bloodied 92	Initiative +16
AC 34, Fortitude 32, Reflex 30, Will 31	Perception +15
Speed 5	
Resist 15 cold, 15 fire	
TRAITS	
o Ubiquitous Threat • Aura 2	
Each enemy that starts its turn within the aura is marked by the Icedawn's iron bulwark until the start of the enemy's next turn.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +26 vs. AC	
<i>Hit:</i> 3d8 + 14 damage.	
MINOR ACTIONS	
M Shield Shove • At-Will	
<i>Requirement:</i> Requires a shield, targets a creature marked by the Icedawn's iron bulwark.	
<i>Attack:</i> Melee 1 (one creature); +24 vs. Fortitude.	
<i>Hit:</i> The Icedawn's iron bulwark pushes the target 1 square and shifts into the space the target left. On a critical hit, the target is also knocked prone.	
TRIGGERED ACTIONS	
C Auril's Retribution • Recharge 5-6	
<i>Trigger:</i> When a creature marked by the Icedawn's iron bulwark makes an attack that does not include the iron bulwark.	
<i>Attack (Immediate Reaction):</i> Close burst 10 (targets the triggering creature); +24 vs. Fortitude	
<i>Hit:</i> the target takes 10 damage for each creature it targeted with the triggering attack.	
Brutal Intercept • At-Will	
<i>Trigger:</i> When the Icedawn's iron bulwark hits with an opportunity attack.	
<i>Effect (Immediate Reaction):</i> The target is knocked prone.	
Impassable Bulwark	
<i>Trigger:</i> The Icedawn's iron bulwark makes an opportunity attack.	
<i>Effect (No Action):</i> The Icedawn's iron bulwark rolls to hit twice and uses the higher of the two results.	
Skills Athletics +21, Intimidate +18, Religion +18	
Str 25 (+16)	Dex 20 (+14)
Con 24 (+16)	Int 18 (+13)
	Cha 18 (+13)
Alignment chaotic evil Languages Common, Primordial	
Equipment plate armor, heavy shield, longsword.	
Note: The bulwark is a reflavored (chaotic evil) Banesworn iron bulwark. Upgraded damage expressions for this creature. Changed immunity to fear to resist 15 cold and 15 fire.	

ENCOUNTER 7B: THE TREE OF MALICE STATISTICS (HIGH LEVEL)

Tree of Malice (level 20)	Level 20 Blaster
Trap	XP 2,800
Trap The tree of malice attacks the nearest creature without the cold keyword within range on its turn. Initiative +9	
Perception	
Characters can't use Perception to detect this trap.	
Arcana	
<ul style="list-style-type: none"> DC 25: The character recognizes that the glowing crystals (C on the map) in the walls are focusing the tree of malice's power. DC 34: Hate's heart (H on the map) is a red crystal, set in the tree of malice's stem. It is an artifact and is indestructible by any conventional means. 	
TRIGGERED ACTIONS	
<p>Trigger: Once on its turn, the trap attacks the nearest non-evil creature to it within range. If the tree has no line of effect to a creature, but that creature is inside the shrine, the tree gains line of effect, but the creature has superior cover (-5 to attacks) against the attack.</p> <p>Attack (Standard Action): Ranged 10 (one creature); +26 vs. Will</p> <p>Hit: The target is dominated (save ends) and is under the control of the tree of malice. The tree directs those it dominates to attack their allies.</p> <p>Aftereffect: The target takes 2d10 + 6 cold damage and is immobilized (save ends).</p>	
Countermeasures	
<ul style="list-style-type: none"> Athletics DC 34 or Thievery DC 34: An adjacent character can remove Hate's heart from the tree with a successful check. This disables the tree. The character gains a +2 bonus to this check for each crystal that has been destroyed. No check is needed if all the crystals have been destroyed. A character can attack any of the 10 glowing crystals (AC 31, other defenses 28; hp 1 each). Destroying all the crystals disables the trap and hate's heart can be taken without a check. 	

Note: The tree of malice is a reflavored seed of winter. It targets non-evil creatures (rather than creatures without the cold keyword).

Juggernaut of the Frostmaiden (level 20)	Level 20 Brute
Medium immortal humanoid	XP 2,800
HP 194; Bloodied 97	Initiative +16
AC 32, Fortitude 31, Reflex 30, Will 30	Perception +15
Speed 7	
Resist 15 cold, 15 fire; see also <i>terrible slaughter</i>	
Saving Throws +2 against effects that immobilize, restrain, or slow	
TRAITS	
Terrible Slaughter	
While not bloodied, a juggernaut gains a +4 bonus to damage rolls and resist 5 to all damage.	
STANDARD ACTIONS	
m Greatsword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d10 + 14 damage.	
M Barreling Strike (Weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d10 + 14 damage, and the juggernaut pushes the target 5 squares.	
C Frostsworn Wrath (Weapon) • Recharge when bloodied	
Attack: Close burst 1 (enemies in burst); +23 vs. AC	
Hit: 2d10 + 10 damage, and ongoing 10 damage (save ends).	

TRIGGERED ACTIONS		
Unstoppable Charge		
Trigger: The juggernaut makes a charge attack.		
Effect: The juggernaut rolls to hit twice and uses the higher of the two results.		
Skills Athletics +22, Intimidate +21, Religion +17		
Str 25 (+17)	Dex 22 (+16)	Wis 21 (+15)
Con 22 (+16)	Int 15 (+12)	Cha 22 (+16)
Alignment chaotic evil Languages Common, Primordial		
Equipment great sword, scale armor.		
Note: The juggernaut is a reflavored (chaotic evil) juggernaut of the Black Hand. Changed immunity to fear to resist 15 cold and 15 and fire.		

Icedawn's Iron Bulwark (level 21)	Level 21 Soldier
Medium immortal humanoid	XP 3,200
HP 200; Bloodied 100	Initiative +17
AC 36, Fortitude 34, Reflex 32, Will 32	Perception +16
Speed 5	
Resist 15 cold, 15 fire	
TRAITS	
O Ubiquitous Threat • Aura 2	
Each enemy that starts its turn within the aura is marked by the Icedawn's iron bulwark until the start of the enemy's next turn.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +28 vs. AC	
Hit: 4d6 + 15 damage.	
MINOR ACTIONS	
M Shield Shove • At-Will	
Requirement: Requires a shield, targets a creature marked by the Icedawn's iron bulwark.	
Attack: Melee 1 (one creature); +26 vs. Fortitude.	
Hit: The Icedawn's iron bulwark pushes the target 1 square and shifts into the space the target left. On a critical hit, the target is also knocked prone.	
TRIGGERED ACTIONS	
C Auril's Retribution • Recharge 5-6	
Trigger: When a creature marked by the Icedawn's iron bulwark makes an attack that does not include the iron bulwark.	
Attack (Immediate Reaction): Close burst 10 (targets the triggering creature); +26 vs. Fortitude	
Hit: the target takes 15 damage for each creature it targeted with the triggering attack.	
Brutal Intercept • At-Will	
Trigger: When the Icedawn's iron bulwark hits with an opportunity attack.	
Effect (Immediate Reaction): The target is knocked prone.	
Impassable Bulwark	
Trigger: The Icedawn's iron bulwark makes an opportunity attack.	
Effect (No Action): The Icedawn's iron bulwark rolls twice and uses the higher of the two results.	
Skills Athletics +22, Intimidate +19, Religion +19	
Str 25 (+17)	Dex 20 (+15)
Con 24 (+17)	Int 18 (+14)
	Cha 18 (+14)
Alignment chaotic evil Languages Common, Primordial	
Equipment plate armor, heavy shield, longsword.	
Note: The bulwark is a reflavored (chaotic evil) Banesworn iron bulwark. Changed immunity to fear to resist 15 cold and 15 fire.	

ENCOUNTER 7B: THE TREE OF MALICE MAP

TILE SETS NEEDED

Sinister Woods x2, Deserts of Athas x1



ENCOUNTER 7C: THE TREE OF VENOM

ENCOUNTER LEVEL 18/20 (11600/18000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 blackroot treant (T)
- 1 catoblepas tragedian (C)
- 2 zombie mangler (level 17) (Z)

This encounter includes the following creatures at the high tier:

- 1 blackroot treant (level 21) (T)
- 1 catoblepas tragedian (level 20) (C)
- 2 zombie mangler (level 19) (Z)

PCs go here if they seek Spite's heart. They have to enter the Scarred Marshes to find her shrine and tree.

The ground beneath your feet makes sloppy sounds with every step. The temperature here is higher, although still around freezing point. Dim light filters through a haze of sickly green mist that seems to cling to the trees in dense clouds.

Through the haze you spot huge forms lumbering about and as the fog thins you see a grotesque gnarled treant covered in lichen and fungus. Leashed to a large orange tree is an equally enormous creature, its shaggy oxen-like body supporting an elongated neck topped by a head with a humanoid face frozen in tragedy.

The creature snaps defensively at the two large zombies that are harrying it with attacks.

It is fairly easy to discern (DC 17/18 Insight) that the creature lashed to the tree is a captive. It is mad with pain and fear, and likely to lash out at anything.

Spite's tree is an orange tree. It grows several yards from Spite's shrine. The frozen remains of the trees' victims block the entrance of the shrine.

If the PCs defeat the tree, they find inside a cracked bell, its surface engraved with Shou symbols. Give them the 'Sign of Spite' from Handout II once they read it.

FEATURES OF THE AREA

Illumination: The entire area is cast in dim light. A creature that has three or more squares of poison sleet

(indicated by dotted lines) between it and its attacker gains concealment.

Poison Sleet: All plants on the map are shrouded in a sickly green fog (indicated by the dotted lines). This fog is in fact a half frozen poisonous mist. Any creature that enters or starts its turn in a square of poison sleet takes 10 poison and cold damage. Damage is taken once per turn. PCs who have eaten at least one fruit take 15 poison and cold damage.

A square of poisonous sleet also grants concealment (which affects all attacks that go in or through a square). Three squares of poisonous sleet grant total concealment.

Acidic Sludge: The small lakes on the map consist of a half frozen acidic sludge. It emits a diffuse yellow glow (Spite's heart that is buried in the sludge). It is difficult terrain and a creature entering the lake takes 5 acid and cold damage for each square it moves through. A creature starting its turn in the sludge also takes 5 acid and cold damage. A large or smaller sized creature ending its movement in the sludge must make a DC 17/18 Acrobatics check or fall prone.

Boulders: These squares are difficult terrain.

Frozen Orange Trees: The trees (small bushes on the map) are frozen orange trees. These trees - even though they are frozen and should be long dead - bear edible fruit. The frozen oranges hang within reach and can be plucked and eaten. The fruit smells tempting, but there is no compulsion to eat them. The trees are blocking terrain.

Any time a PC eats a fruit (a minor action), the PC needs to make a saving throw (at a -5 if the PC ate any fruit before). On a success, any ongoing damage on the PC ends. On a failure, the PC takes 10 ongoing poison damage (save ends).

Tree of Venom and Spite's Heart: The Tree of Venom is an orange tree (the tree at the bottom left of the map). It looks twisted and sickly, but its fruits are round and full and look appetizing enough to eat. The fruit is as poisonous as those of the other trees.

Spite's heart is a yellow gem. It is buried in the acidic sludge in front of the Tree of Venom. It can be seen through a faint yellowish glow that comes up from the sludge. It takes a standard action and a DC 23/25 Perception check while routing through the sludge to successfully find and extract it.

TACTICS

The treant moves as little as possible. It tries to keep the PCs from reaching the Tree of Venom by attempting to restrain PCs in damaging terrain. The zombies focus on targets that are restrained by the treant.

The catoblepas is leashed to the Tree of Venom and cannot move more than 2 squares away from it (the area where it can move is indicated on the map). It is in fact Tsien's prisoner rather than an ally. It is frustrated and angry and as such treats the PCs as enemies, actively trying to kill them. It knows the undead are all but immune to its attacks (see Turning the Catoblepas). So if it does attack the undead it uses a *gore* attack if possible, and otherwise uses *inevitable call*.

SKILL CHALLENGE: TURNING THE CATOBLEPAS

Goal: Convince the catoblepas the PCs are not its enemies.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Diplomacy, Heal, Religion

Other Skills: Arcana, Nature, Insight

Victory: The catoblepas realizes the PCs are not its enemies and ceases to attack them. It focuses on the undead/treant instead.

Defeat: The catoblepas is no longer willing to see reason and fights to the death.

Arcana, Insight or Nature DC 23/25 (minor action; no success)

Using knowledge of animals, shadow creatures, or simple insight the PC is able to advise someone else on how to behave in calming the catoblepas. This grants the next person using Religion, Bluff or Diplomacy a +2 on their skill check.

Bluff or Diplomacy DC 23/25 (standard action; 1 success; no maximum)

The PC tries to convince the catoblepas of its good intentions. On a success, the attempt seeds some doubt with the catoblepas.

If the DC made is 32/34, the next attack the catoblepas makes is aimed at an undead or the treant.

Heal DC 32/34 (standard action; PC must be adjacent to the catoblepas; 1 success; no maximum)

The PC treats the wounds on the catoblepas. On a success, the healing calms the catoblepas. Once a PC first succeeds in healing, the catoblepas stops actively resisting future attempts by that PC, and the DC for a successful Heal checks for that PC becomes 23/25.

If the DC made is 32/34 (regardless of the current DC for a successful Heal check), the PC earns 1 additional success, and the next attack the catoblepas makes is aimed at an undead or the treant.

Religion DC 23/25 (standard action; 1 success; 1 maximum)

The PC uses ritual chants to appeal to the catoblepas' legendary connection to death. Worshippers of Kelemvor enjoy a +2 bonus on this check. On a success, the PC manages to make the catoblepas pause.

If the DC made is 32/34, the next attack the catoblepas makes is aimed at an undead or the treant.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one zombie mangler.

Six PCs: Add one zombie mangler.

ENDING THE ENCOUNTER

Once the PCs have dealt with the undead and calmed or defeated the catoblepas, they can dig up Spite's Heart from the acidic muck.

The Heart is quite small, and cold and clammy to touch. It emits a sickly yellow glow, and pulses weakly, like a sick heart, when held. The word "love" in Supernal and "hatred" in Abyssal can be seen in the gem.

EXPERIENCE POINTS

The PCs earn 2320/3600 XP each if they defeat the monsters.

TREASURE

The PCs earn Spite's Heart. The Heart acts as a *necroshard weapon* +4. While the PCs have to part with the heart in Encounter 8, it returns to their possession at the end of the adventure (see Conclusion).

ENCOUNTER 7C: THE TREE OF VENOM STATISTICS (LOW LEVEL)

Blackroot Treant	Level 19 Elite Soldier
Huge fey magical beast (plant, undead)	XP 4,800
HP 368; Bloodied 184	Initiative +13
AC 35, Fortitude 32, Reflex 29, Will 31	Perception +13
Speed 6 (forest walk)	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
○ Killing Roots (healing, necrotic) • Aura 2	
Any enemy that starts its turn within the aura takes 10 necrotic damage. Any undead ally that starts its turn within the aura regains 10 hit points.	
Wooden Body	
Whenever the treant takes fire damage, it also takes ongoing 5 fire damage (save ends).	
STANDARD ACTIONS	
m Slam (necrotic) • At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	
Hit: 2d10 + 6 damage, and ongoing 10 necrotic damage (save ends).	
M Double Attack • At-Will	
Effect: The treant uses slam twice.	
MINOR ACTIONS	
M Entangling Roots	
Attack: Melee 4 (one creature); +22 vs. Reflex	
Hit: The target falls prone. It is also restrained (save ends). While restrained, the target needs a DC 17 Strength check to stand up. If the blackroot treant moves, slides, or is pushed more than 4 squares from the target, the target is no longer restrained.	
Str 27 (+17) Dex 14 (+11) Wis 18 (+13)	
Con 24 (+16) Int 16 (+12) Cha 22 (+15)	
Alignment chaotic evil Languages Elven	
Note: This blackroot treant is chaotic evil. Added an effect similar to grab grass to entangling roots.	

Catoblepas Tragedian	Level 18 Elite Controller
Huge shadow beast	XP 4,000
HP 360; Bloodied 180	Initiative +15
AC 32, Fortitude 30, Reflex 28, Will 30	Perception +15
Speed 6	Blindsight 5
Resist 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
○ Raven Queen's Presence • Aura 5	
Any creature within the aura that fails a death saving throw takes damage equal to half its bloodied value	
STANDARD ACTIONS	
m Gore • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
C Poison Breath (poison) • Recharge 5-6	
Attack: Close blast 5 (creatures in blast); +21 vs. Fortitude	
Hit: 2d6 + 9 poison damage, and ongoing 10 poison (save ends).	
C Withering Gaze (necrotic) • Recharge when no enemy is affected by this power	
Attack: Close burst 10 (one bloodied creature in burst); +21 vs. Will	
Hit: 1d8 + 9 necrotic damage, and the target is weakened (save ends).	
First Failed Saving Throw: The target is weakened and blinded (save ends both).	
Second Failed Saving Throw: The target's hit points drop to -1.	

MINOR ACTIONS
C Inevitable Call (charm) • At-Will
Effect: Choose one enemy within 20 squares. The tragedian pulls that enemy 3 squares.
TRIGGERED ACTIONS
C Final Glance (charm, necrotic) • At-Will
Trigger: An enemy within 5 squares of the tragedian willingly moves away from it.
Attack (Opportunity Action): Close burst 10 (triggering enemy in burst); +21 vs. Will
Hit: 10 necrotic damage, and the target is immobilized and gains vulnerable 5 to all damage (save ends both).
Aftereffect: 20 necrotic damage.
Str 24 (+16) Dex 22 (+15) Wis 23 (+15)
Con 28 (+18) Int 3 (+5) Cha 25 (+16)
Alignment unaligned Languages -

Zombie Mangler (level 17)	Level 17 Brute
Large natural animate (undead)	XP 1600
HP 200; Bloodied 100	Initiative +14
AC 29, Fortitude 30, Reflex 29, Will 28	Perception +13
Speed 5	Darkvision
Immune disease, poison; Resist 15 necrotic; Vulnerable 10 radiant	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d12 + 8 damage.	
M Rend • Recharge 5-6	
Attack: Melee 1 (one creature); +20 vs. Fortitude	
Hit: 4d12 + 9 damage, and the target falls prone and is dazed (save ends).	
TRIGGERED ACTIONS	
C Flailing Strike • At-Will	
Trigger: The mangler is hit by an attack.	
Effect (Immediate Reaction): The mangler takes 10 extra damage from the triggering attack, then makes the following attack..	
Attack: Close Burst 1 (creatures in burst); +22 vs. AC	
Hit: 2d12 + 10 damage and the target falls prone.	
OTHER POWERS	
Rise Again	
Trigger: The mangler drops to 0 hit points for the first time.	
Effect: Make a new initiative check for the mangler. On its next turn, the mangler rises (a move action) with 50 hit points.	
Str 25 (+15) Dex 22 (+14) Wis 20 (+13)	
Con 20 (+13) Int 6 (+6) Cha 8 (+7)	
Alignment evil Languages -	
Note: Upgraded damage expressions for this creature.	

ENCOUNTER 7C: THE TREE OF VENOM STATISTICS (HIGH LEVEL)

Blackroot Treant (level 21)	Level 21 Elite Soldier
Huge fey magical beast (plant, undead)	XP 6,400
HP 408; Bloodied 204	Initiative +14
AC 37, Fortitude 34, Reflex 31, Will 33	Perception +14
Speed 6 (forest walk)	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
○ Killing Roots (healing, necrotic) • Aura 2	
Any enemy that starts its turn within the aura takes 15 necrotic damage. Any undead ally that starts its turn within the aura regains 15 hit points.	
Wooden Body	
Whenever the treant takes fire damage, it also takes ongoing 5 fire damage (save ends).	
STANDARD ACTIONS	
m Slam (necrotic) • At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 2d10 + 8 damage, and ongoing 15 necrotic damage (save ends).	
M Double Attack • At-Will	
Effect: The treant uses slam twice.	
MINOR ACTIONS	
M Entangling Roots	
Attack: Melee 4 (one creature); +24 vs. Reflex	
Hit: The target falls prone. It is also restrained (save ends). While restrained, the target needs a DC 19 Strength check to stand up. If the blackroot treant moves, slides, or is pushed more than 4 squares from the target, the target is no longer restrained.	
Str 27 (+18) Dex 14 (+12) Wis 18 (+14)	
Con 24 (+17) Int 16 (+13) Cha 22 (+16)	
Alignment chaotic evil Languages Elven	
Note: This blackroot treant is chaotic evil. Added an effect similar to grab grass to entangling roots.	

Catoblepas Tragedian (level 20)	Level 20 Elite Controller
Huge shadow beast	XP 5,600
HP 392; Bloodied 196	Initiative +16
AC 34, Fortitude 32, Reflex 30, Will 32	Perception +16
Speed 6	Blindsight 5
Resist 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
○ Raven Queen's Presence • Aura 5	
Any creature within the aura that fails a death saving throw takes damage equal to half it's bloodied value	
STANDARD ACTIONS	
m Gore • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
C Poison Breath (poison) • Recharge 5-6	
Attack: Close blast 5 (creatures in blast); +23 vs. Fortitude	
Hit: 2d6 + 11 poison damage, and ongoing 10 poison (save ends).	
C Withering Gaze (necrotic) • Recharge when no enemy is affected by this power	
Attack: Close burst 10 (one bloodied creature in burst); +23 vs. Will	
Hit: 1d8 + 11 necrotic damage, and the target is weakened (save ends).	
First Failed Saving Throw: The target is weakened and blinded (save ends both).	
Second Failed Saving Throw: The target's hit points drop to -1.	

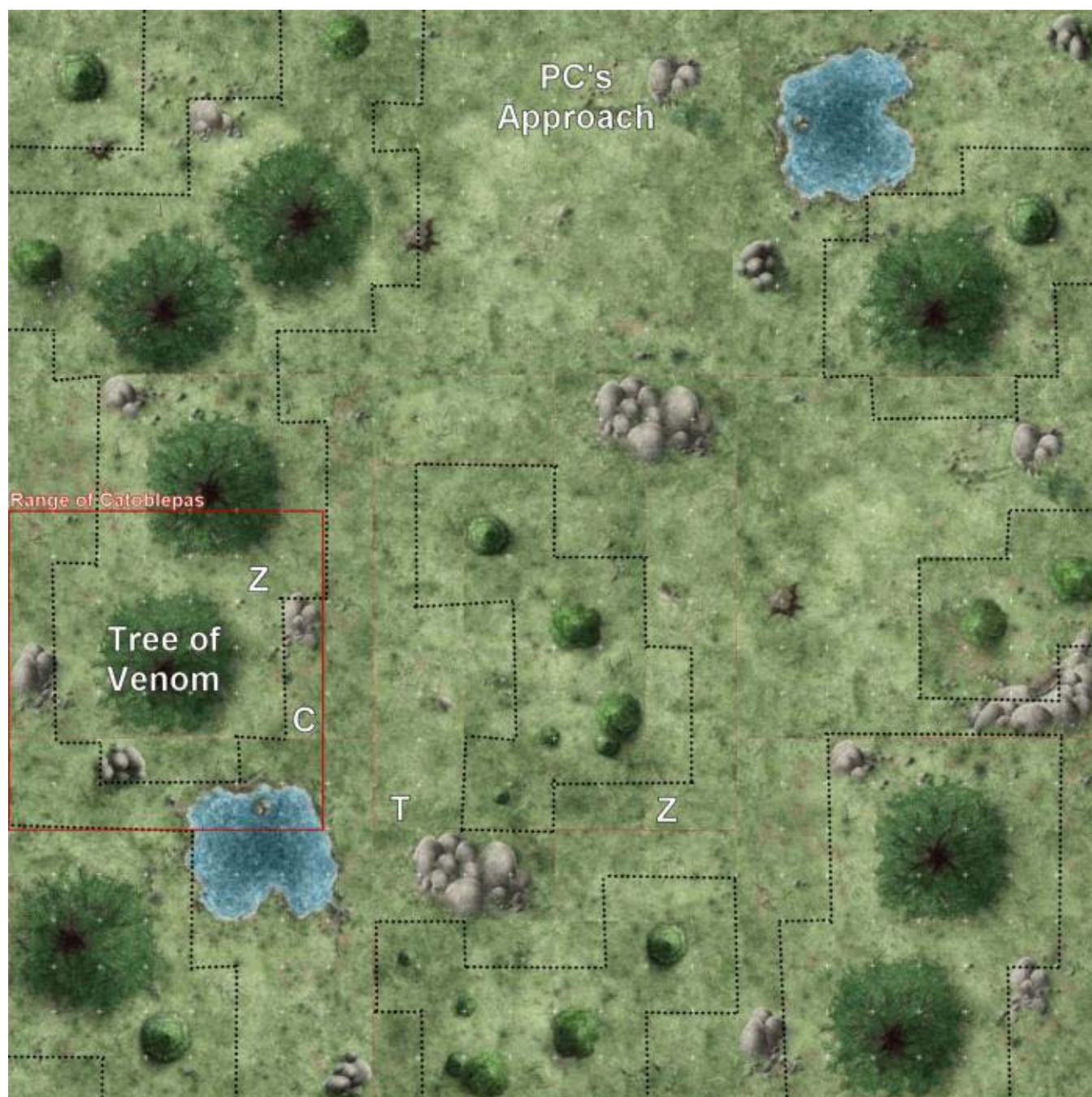
MINOR ACTIONS
C Inevitable Call (charm) • At-Will
Effect: Choose one enemy within 20 squares. The tragedian pulls that enemy 3 squares.
TRIGGERED ACTIONS
C Final Glance (charm, necrotic) • At-Will
Trigger: An enemy within 5 squares of the tragedian willingly moves away from it.
Attack (Opportunity Action): Close burst 10 (triggering enemy in burst); +23 vs. Will
Hit: 10 necrotic damage, and the target is immobilized and gains vulnerable 5 to all damage (save ends both).
Aftereffect: 20 necrotic damage.
Str 24 (+17) Dex 22 (+16) Wis 23 (+16)
Con 28 (+19) Int 3 (+6) Cha 25 (+17)
Alignment unaligned Languages -

Zombie Mangler	Level 19 Brute
Large natural animate (undead)	XP 1600
HP 220; Bloodied 110	Initiative +15
AC 31, Fortitude 32, Reflex 31, Will 30	Perception +14
Speed 5	Darkvision
Immune disease, poison; Resist 15 necrotic; Vulnerable 10 radiant	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d12 + 10 damage.	
M Rend • Recharge 5 6	
Attack: Melee 1 (one creature); +22 vs. Fortitude	
Hit: 4d12 + 11 damage, and the target falls prone and is dazed (save ends).	
TRIGGERED ACTIONS	
C Flailing Strike • At-Will	
Trigger: The mangler is hit by an attack.	
Effect (Immediate Reaction): The mangler takes 10 extra damage from the triggering attack, then makes the following attack..	
Attack: Close Burst 1 (creatures in burst); +24 vs. AC	
Hit: 2d12 + 12 damage and the target falls prone.	
OTHER POWERS	
Rise Again	
Trigger: The mangler drops to 0 hit points for the first time.	
Effect: Make a new initiative check for the mangler. On its next turn, the mangler rises (a move action) with 55 hit points.	
Str 25 (+16) Dex 22 (+15) Wis 20 (+14)	
Con 20 (+14) Int 6 (+7) Cha 8 (+8)	
Alignment evil Languages -	
Note: Upgraded damage expressions for this creature.	

ENCOUNTER 7C: THE TREE OF VENOM MAP

TILE SETS NEEDED

Ruins of the Wild x2



ENCOUNTER 7D: THE TREE OF THE RAVENOUS

SKILL CHALLENGE LEVEL 19/21, COMPLEXITY 2 (6400/8800 XP)

SETUP

This encounter includes the following trap at the low tier:

1 Tree of the Ravenous (level 17)

This encounter includes the following trap at the high tier:

1 Tree of the Ravenous (level 19)

PCs go here if they seek Scream's Heart. They have to go to the Screaming Glacier to find her shrine and tree.

The path leads up towards an enormous glacier several miles wide and tens of miles long. Narrow tunnels are cut into the ice. A strange wailing can be heard emanating from them. Buried in the ice, about a hundred yards from the edge and barely visible through the ice and tunnels, are the ruins of a shrine. The woods surrounding the shrine are mere images, frozen in the ice.

Scream's tree is a cherry tree. It is embedded in the ice, located in the center of the glacier, several miles from its edge. It screams constantly, a terrible wailing that is so powerful it affects the environment and can kill. The tree is reachable through the patchwork of tunnels in the ice, carved by its own screams. The tunnels reach throughout the entire glacier, but finding the tree is not hard, as the screaming gets louder as the PCs get nearer.

Encased Cherry Trees: Embedded in the ice around the PCs are frozen cherry trees. These trees bear edible fruit, some of which sticks out through the ice into the tunnel area. The fruit smells tempting, but there is no initial compulsion to eat them.

Any time a PC eats a fruit the PC needs to make a saving throw (at a -5 if the PC ate any fruit before). On a success, the PC gains resist 10 thunder until the end of his next turn. On a failure, the PC becomes ravenously hungry and feels a compulsion to eat the fruit (even fighting off others for it). The distraction causes the PC to take a -2 penalty to all skill checks for the duration of the encounter. The effects disappear when the PC is taken away from the glacier, but are renewed if he or she enters the area again.

Scream's Shrine: The tunnels lead all the way to the tree, passing Scream's shrine on the way. The shrine is several miles away from the tree. If the PCs take some time to look at the shrine, they find it almost entirely encased in ice. One single tunnel passes right through it. The cracked bell at its center is half embedded in the ice. If PCs manage to free part of the bell (either by chipping at the ice or manipulating the elemental terrain), give them the 'Sign of Screams' from Handout II.

Once the PCs reach the tree, they enter the dangerous area, and the skill challenge starts.

SKILL CHALLENGE: SCREAM'S HEART

Goal: Obtain Spite's Heart without breaking it.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Arcana, Athletics, Dungeoneering, Nature, Religion, Thievery

Other Skills: Acrobatics, Perception, Stealth

Victory: The PCs free the Heart and stop the tree from screaming.

Defeat: The PCs free the Heart, but a splinter remains behind.

Scream's tree is located in the ice below the PCs. A twenty-foot deep pit leads down to its stem. Part of its crown reaches up through the ice, covering a wide area (approximately 5 squares in all directions from the tree). Dead frozen branches peek up out of the ice. Disturbing these branches sets off a keening that causes wounds. The branches reach high enough that even flying creatures risk disturbing them (so flight does not avoid the hazard). Helpless creatures do not trigger the tree, as they do not disturb the branches.

To get the Heart, PCs have to enter the area, go down a hole in the ice, break free the Heart, and get out again. This is dangerous, as they expose themselves to attacks from the screaming tree.

A failed skill check triggers the following attack from the tree.

TRIGGERED ACTION
Attack
<i>Trigger:</i> A creature fails a skill check in the skill challenge while in the tree's area.
<i>Attack (Opportunity Action):</i> Close burst 0 (creature making the skill check); +20/+22 vs. Fortitude
<i>Hit:</i> 4d6 + 10/4d6 + 12 thunder damage, and the target takes a -2 penalty on his next skill check.

Successfully breaking free the Heart stops the screams. To break free the Heart, the PCs need to combine brute force with their knowledge of the arcane and nature. They need to be at the heart of the tree to work it.

SCENE 0: GET PREPPED

The PCs need to determine what to do to get the Heart from Scream's tree:

Arcana, Dungeoneering, Nature, or Thievery DC 17/18 (no success).

The PCs determine that to get the Heart, it needs to be taken out by force, while one uses a ritual to weaken the magic holding it, and two others coax the tree to let it go.

SCENE 1: GET INSIDE

The PCs enter the area. Once inside a PC need to make one of the following checks (each PC entering needs to make one):

Nature or Perception DC 25/27 (no success).

The PC finds a safe path for himself through the area. He or she can enter the area without being attacked. A failed check causes the tree to attack the PC.

Stealth DC 24/26 (no success)

The PC sneaks past the tree. The PC avoids any attacks from the tree when entering or starting its turn in the area during this turn. A failed check causes the tree to attack the PC.

SCENE 2: GET DOWN

The PCs have to climb down to the trees stump.

Fly, teleport 4+, or climb speed (no success)

The PC gets down the hole without disturbing the tree.

Athletics or Acrobatics DC 24/26 (no success)

The PC climbs down the hole without disturbing the tree.

A failed check causes the tree to attack the PC.

SCENE 3: GET THE HEART

The PCs are down at the stem and can access the Heart. It has to be taken out by force, but it first needs to be weakened (the Athletics checks go last).

Dungeoneering or Nature DC 24/26 (1 success, 2 maximum)

The PC divines the Heart's nature and connects with it. On a success, the tree forgoes its next attack. A PC who succeeds cannot make further checks, as he or she needs to focus on its task.

A failed check causes the tree to attack any PC that is down near the tree's stem.

Arcana, Nature, Religion, or Thievery DC 33/34 (2 successes, 2 maximum)

The PC uses ritual knowledge to weaken the forces of the Heart, or uses a complicated trick to disable magical devices to get it out. A PC who succeeds in this check cannot make further checks as he or she needs to focus on its task. Note that one success grants 2 successes.

A failed check causes the tree to attack any PC that is down near the tree's stem.

The PCs need 4 successes before they can even get to the tree to break away the heart:

Athletics DC 24/26 (when at the base of the tree; 1 success, 2 maximum)

The PC uses force to clear away bark and branches or to break the Heart free.

A failed check causes the tree to attack any PC that is down near the tree's stem.

ENDING THE ENCOUNTER

The PCs need 6 successes to tear the Heart free. Whether it comes out whole depends on the skill challenge. The Heart is rough and brittle. It emits a harsh green glow, and flickers, like the rapid pulse of an agitated heart. The word "clarity" in Supernal and "madness" in Abyssal can be seen in the gem.

Success: The PCs free the Heart from the tree. The tree stops screaming and the PCs earn the Heart as a treasure bundle.

Failure: The PCs break off the Heart, leaving a splinter embedded in the tree. It continues screaming (all PCs need to make another check as in Scene 1 to get out safe), and while the partial Heart functions for the purposes of the PCs, the Heart is useless for anything else.

EXPERIENCE POINTS

The PCs earn 1280/1760 XP each if they succeed in the skill challenge or half if they fail.

TREASURE

If the PCs succeed at the skill challenge, the Heart also acts as a *headband of intellect* (level 20). While the PCs have to part with the Heart in Encounter 8, it returns to their possession at the end of the adventure (see Conclusion).

ENCOUNTER 8: DELIVERING THE HEARTS

SETUP

Important NPCs:

Tsien Chiang, sorceress and mistress of I'Cath.

Qiuki 'Scream', Tsien's third daughter.

Thrym, the Great Jarl, Ruler of the Frost Giants.

Once the PCs have all the hearts, Tsien and Thrym become aware of it. Tsien instantly summons the PCs to her palace.

The hearts pulse in an unsteady rhythm. Together they seem to whisper words that resonate with evil intent.

It is hard to make out what is said, however, as a howling wind picks up. Within moments, blinding snow whirls around you, and all that can be perceived is a white, howling haze.

Then it drops, almost instantly, and you find yourself in the halls of Tsien's great bone palace.

The PCs can place themselves in the hall (see the map of Encounter 9a or 9b) as they wish.

Tsien herself stands before you. Her eyes shine madly, flitting from you to the hearts to the runes scribbled all over the walls. Her fingers flex nervously. One of her daughters stands at her side.

"You have the final word my mother requires," she says. "Hand over the hearts, so she can set herself free! In return, she will give you what you need to stop an overwhelming threat to Faerûn."

The daughter is Qiuki, also known as Scream. She waits for the PCs to produce the Hearts. Before they can do so, Thrym appears.

"HALT!"

A towering man shrouded in frost appears in the hall. He breathes steam in his fury.

"You do not gain your freedom if it is up to me, hag!" His cold gaze sweeps down to you.

"As Jarl of the Frost titans, I command you: Hand those hearts over to me!"

It is up to the PCs to decide what to do with the hearts. It is important to make them aware they have a choice:

- Free the evil sorceress Tsien Chiang from a curse that has kept her harmless for quite some time. Setting her free gives them a chance to defeat an

unknown evil later on. Scream presses that the PCs are not able to stop the threat without help - but she refuses to give specifics, as she doesn't know them. Scream is convinced of the truth of her words, so sees no need to lie.

- Give the Hearts to Thrym, and earn his favor. Thrym plans to turn his power against Tsien, which will weaken her. He waves away any ideas that the PC foregoes the only chance to defeat an unknown evil. He claims he can give aid, and even send a frost giant servant to help against whatever threat the PCs are to face and remove any disfavours with Auril and her exarchs the PCs might have.
- Keep the hearts, refusing to give them either to Thrym or Tsien.

In the end, the decision is the PCs to make.

ENDING THE ENCOUNTER

If the PCs hand the Hearts to Tsien, go to Encounter 9a. If they give them to Thrym, go to Encounter 9b.

If the PCs try to flee with the Hearts, try to break them (an impossible task, but see Encounter 9b), or just refuse to hand them over, Tsien orders Qiuki to attack. Continue with Encounter 9b. Thrym stays to fight Tsien, However, since the PCs did not give him the Hearts, he no longer considers them allies.

EXPERIENCE POINTS

The PCs earn 400/560 XP each if they recovered all four Hearts before Tsien summons them here (regardless of who they give it to).

TREASURE

There is no treasure in this encounter.

ENCOUNTER 9A: THE FOURTH SIGN (THRYM'S FORCES)

ENCOUNTER LEVEL 20/22 (14400/19200 XP)

SETUP

This encounter includes the following creatures at the low tier if they fight Tsien's forces:

2 frost giant chieftain (level 19) (C)

1 iceforged titan (I)

2 frost giants (level 19) (G)

This encounter includes the following creatures at the high tier:

2 frost giant chieftain (level 21) (C)

1 iceforged titan (level 21) (I)

2 frost giants (level 21) (G)

At each tier include Tsien (medium sorceress) and Thrym (huge frost titan). While they do not fight the PCs, they do influence the battle.

Thrym thunders his rage. An icy wind blows through the palace, and where it passes reality parts to show icy fissures. Several frost giants step through the rifts.

With a gesture of finality Thrym raises a hand and slams it down into his palm, magically sealing the entrances to the hall with a shield of frosted ice.

PCs who earned DRAG14 A Reading by Yi Amahl have forewarning of the attack. They earn a surprise round immediately after the summoning of the giants.

This combat takes place in Tsien's bone palace. The map below is a partial map. A full map can be found in Appendix V.

Tsien and Thrym are high epic level and they do not fight the PCs unless they get too close (see 'Tsien' and 'Thrym', below). No effect the PCs can throw at them can really affect them, so dissuade players from doing so. The two epic NPCs instead face each other, hurling spells, uncaring if they hit friend or foe (see 'collateral damage', below).

FEATURES OF THE AREA

Collateral Damage: At the start of each round, Tsien and Thrym attack, hurling blasts of ice and waves of necrotic energy at each other. Some of these effects hit the battlefield.

At the start of the round, roll 1d4. This roll determines what quadrant of the battlefield is hit. Make the following attack on each **non-minion** creature in that quadrant (note that as an area attack, it ignores concealment):

A Collateral Damage

Attack: Area burst (quadrant area); +23/+25 vs. Reflex

Target: Creatures in quadrant

Hit: 3d10 + 10 cold and necrotic damage and the target loses any cold and necrotic resistance they may have (save ends)

Energy Field Boundary: This field is a sheet of ice. It is blocking terrain and blocks line of sight and effect.

The field is intended to keep the combat confined to the indicated area to best use the collateral damage. If you are comfortable with it, you can dispense with the boundary and allow PCs to draw the battle throughout the palace. Tsien and Thrym are likely to move with the PCs (retreating and advancing as needed), as they both like to keep the PCs between themselves. In that case, move the collateral damage areas around with the two NPCs.

Tsien: Tsien is surrounded by a foul aura of dread sorcery. Any **non-minion** enemy of Tsien that starts its turn within 2 squares of Tsien takes 2d10 + 10 necrotic damage. As long as PCs do not attack her, the PCs are not considered enemies, as she needs them to fight the giants.

Thrym: Thrym is surrounded by an aura of cold menace. Any **non-minion** enemy of Thrym that starts its turn within 2 squares of Thrym takes 2d10 + 10 cold damage.

Furniture: Furniture shown on the map is blocking terrain. It is too low to grants cover to any creature except those that are prone.

TACTICS

The chieftains use *grip of winter* to make part of the terrain hostile to the PCs, trying to take a place where the PCs can be cornered. They use *pillar of ice* in subsequent rounds to hamper the PCs movement. They prefer to use *eye of the storm* so they can keep back while the other giants enter melee.

The frost giants get close and use chilling strike whenever possible. They try to lock down PCs in the *grip of winter* areas.

The iceforged titan prefers to charge, then follow up with a kick attack to push the target - then charge it again if needed on his next action (possibly using an action point). It tries to keep as many PCs as possible in its threatening reach, especially ranged attackers, but

won't let it dissuade from using a charge attack if that could put a PC down.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one chieftain.

Six PCs: Add one frost giant.

ENDING THE ENCOUNTER

When the PCs defeat the giants, Tsien finally manages to get her focus and holds the hearts high. The hearts glow in unison, and her eyes clear as comprehension dawns. She laughs, scribing the final words in the wall in an alien alphabet. Thrym curses furiously. He turns and disappears in a cloud of stinging hail. I'Cath starts to wrench itself free from Simbulwinter. Continue with the Conclusion.

EXPERIENCE POINTS

The PCs earn 2880/3840 XP each for defeating the monsters.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 9A: THRYM'S FORCES STATISTICS (LOW LEVEL)

Frost Giant Chieftain (level 19)	Level 19 Controller
Large elemental humanoid (cold, giant)	XP 2,400
HP 182; Bloodied 91	Initiative +14
AC 33, Fortitude 32, Reflex 28, Will 29	Perception +13
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
○ Emanating Cold • Aura 2 Enemies within the aura grant combat advantage to cold creatures.	
Icebound Footing When an effect pulls, pushes, or slides the chieftain, it moves 2 squares less than the effect specifies. In addition, the chieftain can make a saving throw to avoid falling prone.	
STANDARD ACTIONS	
m Icy Greataxe (cold, weapon) • At-Will <i>Attack:</i> Melee 2 (one creature); +24 vs. AC <i>Hit:</i> 2d12 + 4 cold damage.	
R Eye of the Storm (cold) • At-Will <i>Attack:</i> Ranged 5 (one creature); +22 vs. Reflex <i>Hit:</i> 2d8 + 8 cold damage, and the target takes ongoing 10 cold damage and is slowed (save ends both).	
MINOR ACTIONS	
Pillar of Ice • At-Will (1/round) <i>Effect:</i> The chieftain creates a Medium or Large pillar of ice on a solid surface in an unoccupied square within 10 squares of it. The pillar occupies the space in which it's created, and it lasts until the end of the chieftain's next turn. Any enemy that starts its turn adjacent to the pillar is slowed until the start of its next turn. The pillar blocks line of sight, and while adjacent to the pillar, an enemy grants combat advantage.	
Grip of winter (cold, zone) • Recharge when first bloodied <i>Effect:</i> The chieftain creates a zone in an area burst 2 within 10 squares that lasts until the end of the encounter. The zone is difficult terrain, and any enemy that ends its turn within the zone takes 15 cold damage.	
Skills Athletics +21, Intimidate +20 Str 25 (+16) Dex 20 (+14) Wis 18 (+13) Con 22 (+15) Int 15 (+11) Cha 23 (+15) Alignment evil Languages Giant, Primordial Equipment greataxe, hide armor.	

Frost Giant (level 19)	Level 19 Brute
Large elemental humanoid (cold, giant)	XP 2,400
HP 221; Bloodied 110	Initiative +12
AC 31, Fortitude 34, Reflex 29, Will 30	Perception +14
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icebound Footing When an effect pulls, pushes, or slides a frost giant, it moves 2 squares less than the effect specifies. In addition, a frost giant can make a saving throw to avoid falling prone.	
STANDARD ACTIONS	
m Icy Greataxe (cold, weapon) • At-Will <i>Attack:</i> Melee 2 (one creature); +24 vs. AC <i>Hit:</i> 3d12 + 13 cold damage, or 2d12 + 49 cold damage if the giant scores a critical hit.	
M Chilling Strike (cold, weapon) • Recharge 5-6 <i>Attack:</i> Melee 2 (one creature); +24 vs. AC <i>Hit:</i> 5d12 + 17 cold damage, and the target gains vulnerable 10 cold	

(save ends).		
R Icy Handaxe (cold, weapon) • At-Will <i>Attack:</i> Ranged 10 (one creature); +24 vs. AC <i>Hit:</i> 2d8 + 10 cold damage.		
Skills Athletics +20 Str 23 (+15) Dex 16 (+12) Wis 20 (+14) Con 21 (+14) Int 10 (+9) Cha 12 (+10) Alignment evil Languages Giant Equipment greataxe, handaxe x 3, hide armor.		

Iceforged Titan	Level 19 Elite Soldier
Large elemental humanoid (cold, giant)	XP 4,800
HP 362; Bloodied 181	Initiative +15
AC 35, Fortitude 35, Reflex 30, Will 30	Perception +13
Speed 8 (ice walk)	
Resist 15 cold	
Saving Throws +2 (+4 against ongoing damage) Action Points 1	
TRAITS	
Unstoppable Charger An iceforged titan can take additional actions after it resolves its charge attack.	
Threatening Reach An iceforged titan can make opportunity attacks against all enemies within its reach (3 squares).	
Icebound Footing When an effect pulls, pushes, or slides the iceforged titan, it moves 2 squares less than the effect specifies. In addition, the titan can make a saving throw to avoid falling prone.	
STANDARD ACTIONS	
m Sweeping Axe (weapon) • At-Will <i>Attack:</i> Melee 3 (one creature); +24 vs. AC <i>Hit:</i> 3d8 + 14 damage, and 14 damage to one enemy adjacent to the target. <i>Effect:</i> The target is marked until the end of the iceforged titan's next turn.	
MINOR ACTIONS	
M Kick • At-Will 1/round <i>Attack:</i> Melee 3 (one creature); +24 vs. AC <i>Hit:</i> 3d6 + 10 damage, the iceforged titan slides the target 2 squares, and the target is knocked prone. <i>Miss:</i> 10 damage.	
Str 28 (+18) Dex 18 (+13) Wis 18 (+13) Con 21 (+14) Int 12 (+10) Cha 16 (+12) Alignment evil Languages Giant Equipment greataxe, hide armor.	

Note: The Iceforged titan is a reffavored warforged titan. It becomes a large elemental humanoid (cold, giant), and gains cold resistance, icewalk, and equipment. Int and Cha were adjusted. It loses warforged resolve and gains icebound footing.

ENCOUNTER 9A: THRYM'S FORCES STATISTICS (HIGH LEVEL)

Frost Giant Chieftain (level 21)	Level 21 Controller
Large elemental humanoid (cold, giant)	XP 3,200
HP 198; Bloodied 99	Initiative +15
AC 35, Fortitude 34, Reflex 30, Will 31	Perception +14
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
○ Emanating Cold • Aura 2	
Enemies within the aura grant combat advantage to cold creatures.	
Icebound Footing	
When an effect pulls, pushes, or slides the chieftain, it moves 2 squares less than the effect specifies. In addition, the chieftain can make a saving throw to avoid falling prone.	
STANDARD ACTIONS	
m Icy Greataxe (cold, weapon) • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 2d12 + 6 cold damage.	
R Eye of the Storm (cold) • At-Will	
Attack: Ranged 5 (one creature); +24 vs. Reflex	
Hit: 2d8 + 10 cold damage, and the target takes ongoing 10 cold damage and is slowed (save ends both).	
MINOR ACTIONS	
Pillar of Ice • At-Will (1/round)	
Effect: The chieftain creates a Medium or Large pillar of ice on a solid surface in an unoccupied square within 10 squares of it. The pillar occupies the space in which it's created, and it lasts until the end of the chieftain's next turn. Any enemy that starts its turn adjacent to the pillar is slowed until the start of its next turn. The pillar blocks line of sight, and while adjacent to the pillar, an enemy grants combat advantage.	
Grip of winter (cold, zone) • Recharge when first bloodied	
Effect: The chieftain creates a zone in an area burst 2 within 10 squares that lasts until the end of the encounter. The zone is difficult terrain, and any enemy that ends its turn within the zone takes 15 cold damage.	
Skills Athletics +22, Intimidate +21	
Str 25 (+17) Dex 20 (+15) Wis 18 (+14)	
Con 22 (+16) Int 15 (+12) Cha 23 (+16)	
Alignment evil Languages Giant, Primordial	
Equipment greataxe, hide armor.	

Frost Giant (level 21)	Level 21 Brute
Large elemental humanoid (cold, giant)	XP 3,200
HP 241; Bloodied 120	Initiative +13
AC 33, Fortitude 36, Reflex 31, Will 32	Perception +15
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icebound Footing	
When an effect pulls, pushes, or slides a frost giant, it moves 2 squares less than the effect specifies. In addition, a frost giant can make a saving throw to avoid falling prone.	
STANDARD ACTIONS	
m Icy Greataxe (cold, weapon) • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 3d12 + 15 cold damage, or 2d12 + 52 cold damage if the giant scores a critical hit.	
M Chilling Strike (cold, weapon) • Recharge 5-6	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 5d12 + 19 cold damage, and the target gains vulnerable 10 cold	

(save ends).
R Icy Handaxe (cold, weapon) • At-Will
Attack: Ranged 10 (one creature); +24 vs. AC
Hit: 2d8 + 12 cold damage.
Skills Athletics +21
Str 23 (+16) Dex 16 (+13) Wis 20 (+15)
Con 21 (+15) Int 10 (+10) Cha 12 (+11)
Alignment evil Languages Giant
Equipment greataxe, handaxe x 3, hide armor.

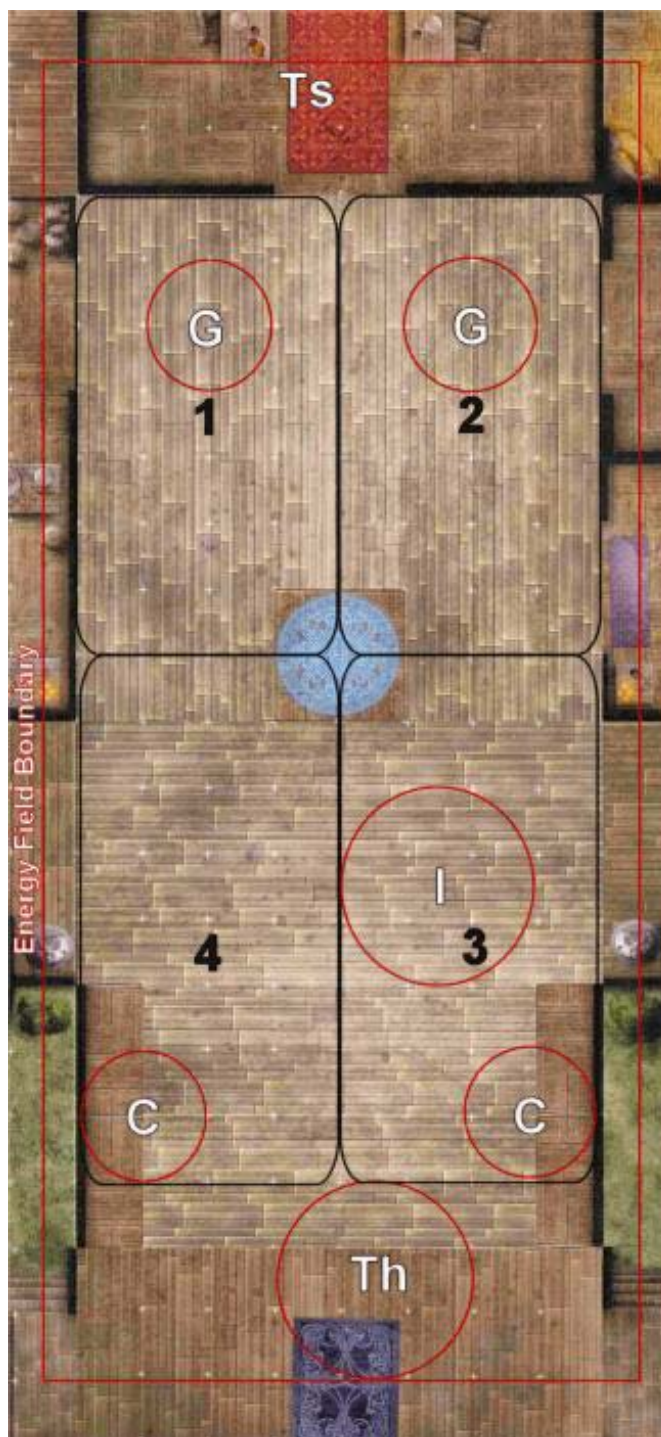
Iceforged Titan (level 21)	Level 21 Elite Soldier
Large elemental humanoid (cold, giant)	XP 6,400
HP 394; Bloodied 197	Initiative +16
AC 37, Fortitude 37, Reflex 32, Will 32	Perception +14
Speed 8 (ice walk)	
Resist 15 cold	
Saving Throws +2 (+4 against ongoing damage) Action Points 1	
TRAITS	
Unstoppable Charger	
An iceforged titan can take additional actions after it resolves its charge attack.	
Threatening Reach	
An iceforged titan can make opportunity attacks against all enemies within its reach (3 squares).	
Icebound Footing	
When an effect pulls, pushes, or slides the iceforged titan, it moves 2 squares less than the effect specifies. In addition, the titan can make a saving throw to avoid falling prone.	
STANDARD ACTIONS	
m Sweeping Axe (weapon) • At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 4d6 + 15 damage, and 15 damage to one enemy adjacent to the target.	
Effect: The target is marked until the end of the iceforged titan's next turn.	
MINOR ACTIONS	
M Kick • At-Will 1/round	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 3d8 + 9 damage, the iceforged titan slides the target 2 squares, and the target is knocked prone.	
Miss: 11 damage.	
Str 28 (+19) Dex 18 (+14) Wis 18 (+14)	
Con 21 (+15) Int 12 (+11) Cha 16 (+13)	
Alignment Evil Languages Giant	
Equipment greataxe, hide armor.	

Note: The Iceforged titan is a reffavored warforged titan. It becomes a large elemental humanoid (cold, giant), and gains cold resistance, icewalk, and equipment. Int and Cha were adjusted. It loses warforged resolve and gains icebound footing.

ENCOUNTER 9A: THE FOURTH SIGN (THRYM'S FORCES) MAP

TILE SETS NEEDED

Harrowing Halls x2



ENCOUNTER 9B: THE FOURTH SIGN (TSIEN'S FORCES)

ENCOUNTER LEVEL 20/22 (14400/19200 XP)

SETUP

This encounter includes the following creatures at the low tier:

Qiuki 'Scream', dream hag (Q)
1 Heart of I'Cath (level 18) (H)
4 elemental spawn (E)

This encounter includes the following creatures at the high tier:

Qiuki 'Scream', dream hag (level 21) (Q)
1 Heart of I'Cath (H)
4 elemental spawn (E)

At each tier include Tsien (medium sorceress) and Thrym (huge frost titan). While they do not fight the PCs, they do influence the battle.

Tsien hisses and the palace starts to tremble. Parts of the walls and floors buck up, twisting and shaping into elemental creatures. The floor itself shapes into a gargantuan elemental power, pulsing with life.

With an irritated flick of her wrist Tsien causes a dark energy field to jump up and seal all entrances to the hall.

PCs who earned **DRAG14 A Reading by Yi Amahl** have forewarning of the attack. They earn a surprise round immediately after the summoning of the giants.

This combat takes place in Tsien's bone palace. The map below is a partial map - a full map of the palace is found in Appendix IV.

Tsien and Thrym are high epic level and they do not fight the PCs unless they get too close (see 'Tsien' and 'Thrym', below). No effect the PCs can throw at them can really affect them, so dissuade players from facing them. The two epic NPCs instead face each other, hurling spells, uncaring if they hit friend or foe (see 'collateral damage', below).

Setting up the Elemental Spawn: The default setup of the adventure has both Scream and four elemental spawn appear at the start of round 1 (as indicated on the map).

To make this a bit more interesting for parties with many area-affecting powers (especially if they have

several daily powers left), it may be an option to start with less spawn in the first round, and add a spawn in a random quadrant at every round of combat for as long as combat lasts.

Alternately, do not place Scream on the map, but have her appear in the second or third round.

Be careful when changing the setup, and take care to select a method that works best with your players.

FEATURES OF THE AREA

Collateral Damage: At the start of each round, Tsien and Thrym attack, hurling blasts of ice and waves of necrotic energy at each other. Some of these effects hit the battlefield.

At the start of the round, roll 1d4. This roll determines what quadrant of the battlefield is hit. Make the following attack on each **non-minion** creature in that quadrant (note that as an area attack, it ignores concealment):

A Collateral Damage

Attack: Area Burst 0; +23/+25 vs. Reflex

Target: Creatures in quadrant

Hit: 3d10 + 10 cold and necrotic damage.

Effect: Any squares of the Heart of I'Cath caught in the burst loses insubstantial versus melee attacks until the next initiative of the collateral damage effect. The entire interior of the heart is always insubstantial regardless; engulfed creatures have to deal with it at all times.

Energy Field Boundary: This field is a dark field of necrotic energy. It is blocking terrain and blocks line of sight and effect.

The field is intended to keep the combat to the indicated area to best use the collateral damage. If you are comfortable with it, you can dispense with the boundary and allow PCs to draw the battle throughout the palace (See Appendix V). Tsien and Thrym are likely to move with the PCs (retreating and advancing as needed), as they both like to keep the PCs between themselves. In that case, move the collateral damage areas around with the two NPCs.

Tsien: Tsien is surrounded by a foul aura of dread sorcery. Any **non-minion** enemy of Tsien that starts its turn within 2 squares of Tsien takes 2d10 + 10 necrotic damage.

Thrym: Thrym is surrounded by an aura of cold menace. Any **non-minion** enemy of Thrym that starts its turn within 2 squares of Thrym takes 2d10 + 10 cold damage. If the PCs gave him the hearts, the PCs are not considered enemies as long as they do not attack him.

Furniture: Furniture shown on the map is blocking terrain. It is too low to grant cover to any creature except those that are prone.

The Hearts: If the PCs did not give the Hearts to Thrym, they notice that the Heart of I'Cath draws power from the Hearts (basically consuming the power inside it). A PC can take a standard action and make a DC 24/26 Arcana check to stop the drain.

On a successful check the entire Heart of I'Cath, including its center, becomes substantial until the end of the PC's next turn. This check frees all power from the heart, and it cannot be used again for this check.

TACTICS

In an attempt to stack the damage of their auras for maximum effect, the spawn tries to catch as many PCs as possible in their auras. They accept the risk of a cascade resulting from one of their deaths.

Qiuki initially tries to catch as many PCs as possible in her *sleep's undeniable grasp* and after that attempts to stay out of the fray, placing the heart between her and the PCs and using ranged attacks when unable to use *dust of dreams*.

The Heart tries to devour all PCs as quickly as possible.

Note: PCs can determine with a DC 20 Arcana check that radiant damage prevents the heart from regenerating. If PCs lack radiant damage attacks, remind them that they can use the *influence stability* power (see the Unstable Mutability Appendix) to deal radiant damage.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove 2 elemental spawn.

Six PCs: Add 2 elemental spawn.

ENDING THE ENCOUNTER

When the PCs defeat the Heart, Tsien falls back with an angry scream. The Hearts dim, and a blast hits the place, shattering the roof. With an anguished wail, Tsien is sucked up into a vortex, and disappears.

I'Cath starts breaking apart. Continue with the Conclusion.

EXPERIENCE POINTS

The PCs earn 2880/3840 XP each for defeating the monsters.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 9B: TSIEN'S FORCES STATISTICS (LOW LEVEL)

Qiuki	Level 19 Controller
Medium natural humanoid	XP 2,400
HP 179; Bloodied 89	Initiative +11
AC 33, Fortitude 29, Reflex 31, Will 32	Perception +21
Speed 6	Low-light vision
TRAITS	
O Nightmare Weaver (charm) • Aura 3	
Any unconscious enemy that starts its turn within the aura stands up and is dominated until the end of its next turn. The enemy remains unconscious but takes a single action during its turn, chosen by Qiuki.	
STANDARD ACTIONS	
m Staff of Mindless Reverie (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 2d6 + 10 damage, and the target is dazed until the end of the hag's next turn.	
R Nightmare Vision (charm, implement, psychic) • At-Will	
Attack: Ranged 5 (one creature); +22 vs. Will	
Hit: 3d8 + 14 psychic damage, and the hag slides the target 5 squares.	
C Dust of Dreams (charm, sleep) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +22 vs. Will	
Hit: The target is dazed (save ends).	
First Failed Saving Throw: The target falls unconscious (save ends).	
C Sleep's Undeniable Grasp (implement, sleep) • Encounter	
Attack: Close blast 5 (enemies in blast); +22 vs. Will	
Hit: The target falls unconscious (save ends). This effect also ends if the target is attacked by Qiuki or one of her allies.	
Skills Bluff +18, Diplomacy +18, Insight +21	
Str 10 (+9)	Dex 14 (+11) Wis 24 (+16)
Con 19 (+13)	Int 21 (+14) Cha 19 (+13)
Alignment chaotic evil Languages Common, Shou, Supernal	
Equipment staff.	
Note: Qiuki is a reflavored dream hag. She is natural rather than fey, speaks Shou instead of elven, and is chaotic evil.	

Heart of I'Cath	Level 18 Solo Lurker
Gargantuan shadow animate (elemental)	XP 10,000
HP 499; Bloodied 249	Initiative +15
AC 30, Fortitude 36, Reflex 28, Will 29	Perception +19
Speed 10, fly 10 (hover), teleport 10	Blindsight 10, darkvision
Immune charm, cold, disease, poison; Resist 15 necrotic, insubstantial;	
Vulnerable 10 radiant	
Saving Throws +5; Action Points 2	
TRAITS	
O Menacing Presence (fear) • Aura 5	
Enemies within the aura take a -2 penalty to attack rolls, skill checks, and ability checks. If the Heart of I'Cath takes radiant damage, its aura is negated until the start of its next turn.	
Eater of Souls (Healing)	
At the start of its turn, if the Heart of I'Cath has one or more creatures engulfed, it regains 20 hit points and can use dread menace at any point during its turn as a free action. If the Heart of I'Cath takes radiant damage, it cannot regain hit points from this power until the start of its next turn.	
Eternal Darkness	
The Heart of I'Cath re-forms at full hit points 1 hour after being slain. As long as Tsien Chiang lives, the Heart of I'Cath's unliving essence cannot be destroyed.	
STANDARD ACTIONS	
m Mist Tendril (necrotic) • At-Will	
Attack: Melee 5 (one creature); +23 vs. AC	

Hit: 2d8 + 8 damage, and ongoing 10 necrotic damage (save ends).

M Lashing Mist • At Will

Effect: The Heart of I'Cath uses mist tendril four times, but no more than twice against a single target. If two attacks hit the same target, the target is grabbed.

MINOR ACTIONS

M Engulf (necrotic) • At-Will

Attack: Melee 5 (one creature grabbed by the Heart); +21 vs. Will

Hit: 2d10 damage plus 2d10 necrotic damage, and the target is engulfed by the Heart of I'Cath. The Heart of I'Cath pulls the target into its space. While engulfed, the target is restrained. When the Heart of I'Cath moves, the target moves with it, remaining in the heart's space. An engulfed creature has line of effect only to the heart, and only the heart has line of effect to the engulfed creature. When an engulfed creature escapes (using the escape action), it appears in a space of its choice adjacent to the heart.

Sustain Minor: Each engulfed creature takes 15 +5 per engulfed creature necrotic damage. In addition to each creature outside the heart in a close burst 3 takes 5, +5 per engulfed creature, radiant damage.

C Dread Menace • At-Will

Attack: Close burst 5 (one creature in burst); +21 vs. Fortitude

Hit: The Heart of I'Cath pushes the target 3 squares.

TRIGGERED ACTIONS

C Death Storm (necrotic)

Trigger: The Heart of I'Cath is first bloodied, or it drops to 0 hit points.

Attack (No Action): Close burst 20 (one creature in burst); +21 vs. Fortitude

Hit: 2d10 + 9 damage, and the target is slowed and weakened (save ends both).

Miss: Half damage, and the target is slowed (save ends).

Str 20 (+14) **Dex** 23 (+15) **Wis** 21 (+14)

Con 28 (+18) **Int** 19 (+13) **Cha** 16 (+12)

Alignment chaotic evil **Languages** -

Note: The heart of I'Cath is a reflavored tortured vestige. It is an elemental rather than an undead creature.

Elemental Spawn	Level 18 Minion Brute
Large elemental magical beast	XP 500
HP 1; a missed attack never damages a minion.	Initiative +13
AC 30, Fortitude 30, Reflex 28, Will 27	Perception +12
Speed 6	
Immune disease, poison; Resist 10 cold, 10 fire, 10 lightning	
TRAITS	
O Elemental Storm • Aura 1	
Each enemy that starts its turn within the aura takes 5 cold, fire, and lightning damage.	
STANDARD ACTIONS	
m Elemental Smash (cold, fire, lightning) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 12 cold, fire, or lightning damage, determined randomly each time an attack hits.	
TRIGGERED ACTIONS	
C Elemental Explosion (cold, fire, lightning) • At-Will	
Trigger: The elemental spawn is reduced to 0 hit points	
Attack (No Action): Close burst 2 (all creatures in burst); +21 vs. Reflex	
Hit: 12 cold, fire, and lightning damage.	
Str 20 (+14)	Dex 18 (+13) Wis 16 (+12)
Con 22 (+15)	Int 8 (+8) Cha 9 (+8)
Alignment unaligned Languages Primordial	

ENCOUNTER 9B: TSIEN'S FORCES STATISTICS (HIGH LEVEL)

Qiuki (level 21)	Level 21 Controller
Medium natural humanoid	XP 3,200
HP 195; Bloodied 97	Initiative +12
AC 35, Fortitude 31, Reflex 33, Will 34	Perception +22
Speed 6	Low-light vision
TRAITS	
O Nightmare Weaver (charm) • Aura 3	
Any unconscious enemy that starts its turn within the aura stands up and is dominated until the end of its next turn. The enemy remains unconscious but takes a single action during its turn, chosen by Qiuki.	
STANDARD ACTIONS	
m Staff of Mindless Reverie (weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 2d6 + 12 damage, and the target is dazed until the end of the hag's next turn.	
R Nightmare Vision (charm, implement, psychic) • At-Will	
Attack: Ranged 5 (one creature); +24 vs. Will	
Hit: 3d8 + 16 psychic damage, and the hag slides the target 5 squares.	
C Dust of Dreams (charm, sleep) • Recharge 5 6	
Attack: Close blast 5 (enemies in blast); +24 vs. Will	
Hit: The target is dazed (save ends).	
First Failed Saving Throw: The target falls unconscious (save ends).	
C Sleep's Undeniable Grasp (implement, sleep) • Encounter	
Attack: Close blast 5 (enemies in blast); +24 vs. Will	
Hit: The target falls unconscious (save ends). This effect also ends if the target is attacked by Qiuki or one of her allies.	
Skills Bluff +19, Diplomacy +19, Insight +22	
Str 10 (+10)	Dex 14 (+12) Wis 24 (+17)
Con 19 (+14)	Int 21 (+15) Cha 19 (+14)
Alignment chaotic evil Languages Common, Shou, Supernal	
Equipment staff implement.	
Note: Qiuki is a reflavored dream hag. She is natural rather than fey, speaks Shou instead of elven, and is chaotic evil.	

Heart of I'Cath	Level 20 Solo Lurker
Gargantuan shadow animate (elemental)	XP 14,000
HP 544; Bloodied 272	Initiative +16
AC 32, Fortitude 38, Reflex 30, Will 31	Perception +20
Speed 10, fly 10 (hover), teleport 10	Blindsight 10, darkvision
Immune charm, cold, disease, poison; Resist 15 necrotic, insubstantial; Vulnerable 10 radiant	
Saving Throws +5; Action Points 2	
TRAITS	
O Menacing Presence (fear) • Aura 5	
Enemies within the aura take a -2 penalty to attack rolls, skill checks, and ability checks. If the Heart of I'Cath takes radiant damage, its aura is negated until the start of its next turn.	
Eater of Souls (healing)	
At the start of its turn, if the Heart of I'Cath has one or more creatures engulfed, it regains 20 hit points and can use dread menace at any point during its turn as a free action. If the Heart of I'Cath takes radiant damage, it cannot regain hit points from this power until the start of its next turn.	
Eternal Darkness	
The Heart of I'Cath re-forms at full hit points 1 hour after being slain. As long as Tsien Chiang lives, the Heart of I'Cath's unliving essence cannot be destroyed.	
STANDARD ACTIONS	
m Mist Tendril (necrotic) • At-Will	
Attack: Melee 5 (one creature); +25 vs. AC	

Hit: 2d8 + 10 damage, and ongoing 10 necrotic damage (save ends).		
M Lashing Mist • At-Will		
Effect: The Heart of I'Cath uses mist tendril four times, but no more than twice against a single target. If two attacks hit the same target, the target is grabbed.		
MINOR ACTIONS		
M Engulf (necrotic) • At-Will		
Attack: Melee 5 (one creature grabbed by the Heart); +23 vs. Will		
Hit: 2d10 damage plus 2d10 necrotic damage, and the target is engulfed by the Heart of I'Cath. The Heart of I'Cath pulls the target into its space. While engulfed, the target is restrained. When the Heart of I'Cath moves, the target moves with it, remaining in the heart's space. An engulfed creature has line of effect only to the heart, and only the heart has line of effect to the engulfed creature. When an engulfed creature escapes (using the escape action), it appears in a space of its choice adjacent to the heart.		
Sustain Minor: Each engulfed creature takes 15 +5 per engulfed creature necrotic damage. In addition to each creature outside the heart in a close burst 3 takes 5, +5 per engulfed creature, radiant damage.		
C Dread Menace • At-Will		
Attack: Close burst 5 (one creature in burst); +23 vs. Fortitude		
Hit: The Heart of I'Cath pushes the target 3 squares.		
TRIGGERED ACTIONS		
C Death Storm (necrotic)		
Trigger: The Heart of I'Cath is first bloodied, or it drops to 0 hit points.		
Attack (No Action): Close burst 20 (one creature in burst); +23 vs. Fortitude		
Hit: 2d10 + 11 damage, and the target is slowed and weakened (save ends both).		
Miss: Half damage, and the target is slowed (save ends).		
Str 20 (+15)	Dex 23 (+16)	Wis 21 (+15)
Con 28 (+19)	Int 19 (+14)	Cha 16 (+13)
Alignment chaotic evil Languages -		

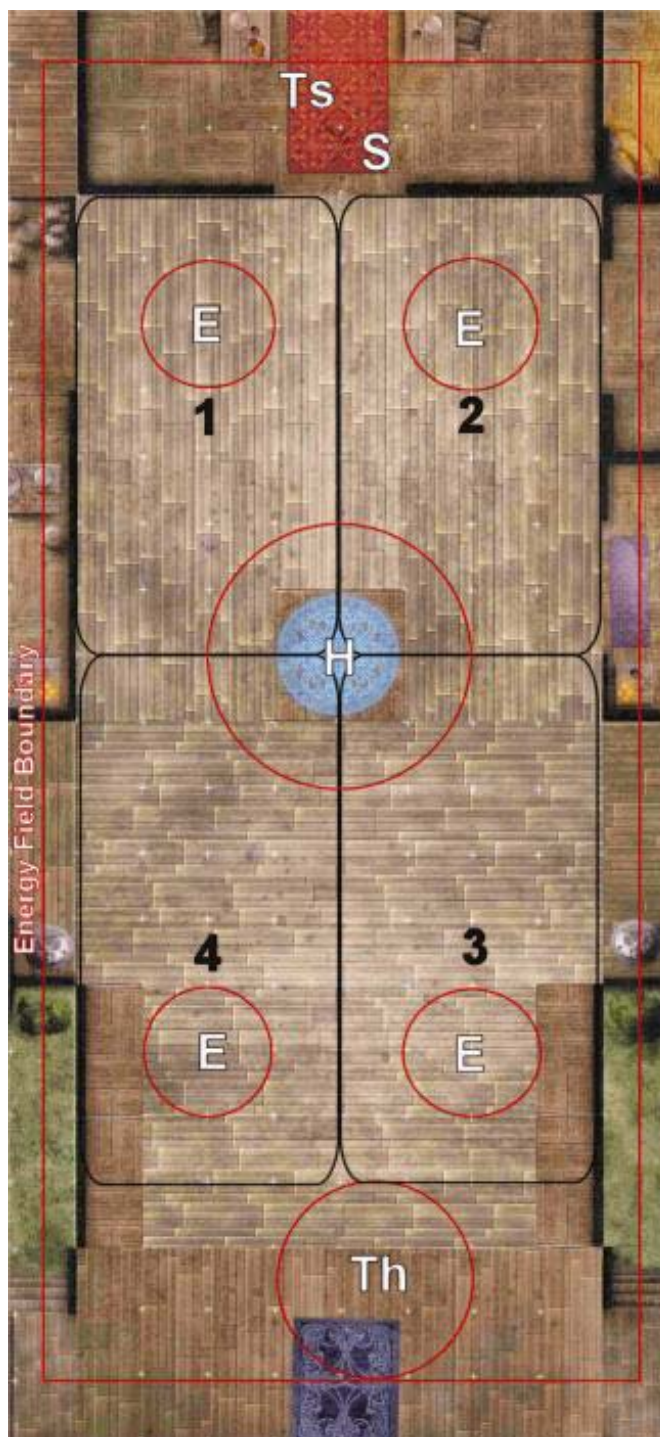
Note: The heart of I'Cath is a reflavored tortured vestige. It is an elemental rather than an undead creature.

Elemental Spawn	Level 18 Minion Brute
Large elemental magical beast	XP 500
HP 1; a missed attack never damages a minion.	Initiative +13
AC 30, Fortitude 30, Reflex 28, Will 27	Perception +12
Speed 6	
Immune disease, poison; Resist 10 cold, 10 fire, 10 lightning	
TRAITS	
O Elemental Storm • Aura 1	
Each enemy that starts its turn within the aura takes 5 cold, fire, and lightning damage.	
STANDARD ACTIONS	
m Elemental Smash (cold, fire, lightning) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 12 cold, fire, or lightning damage, determined randomly each time an attack hits.	
TRIGGERED ACTIONS	
C Elemental Explosion (cold, fire, lightning) • At-Will	
Trigger: The elemental spawn is reduced to 0 hit points.	
Attack (No Action): Close burst 2 (all creatures in burst); +21 vs. Reflex	
Hit: 12 cold, fire, and lightning damage.	
Str 20 (+14)	Dex 18 (+13) Wis 16 (+12)
Con 22 (+15)	Int 8 (+8) Cha 9 (+8)
Alignment unaligned Languages Primordial	

ENCOUNTER 9B: THE FOURTH SIGN (TSIEN'S FORCES) MAP

TILE SETS NEEDED

Harrowing Halls x2



ENCOUNTER 10: CONCLUSION

Regardless who the PCs gave the hearts to, I'Cath is wrenched from Simbulwinter, and returns to Faerûn.

The earth shakes and bucks as if a terrible earthquake wracks the land. A white haze of fine ice and snow obstructs your vision.

There is the sensation of falling, and a massive crash hurls you to the floor.

Allow PCs who have the ability to remain standing.

The haze slowly clears. You are no longer inside the bone palace, but outside in a rocky grove. Above you, breaks in the cloud cover reveal the sun. The temperature is warm, and all around you, snow and ice melts. Of the giants, there is no trace.

Looking around, you find you are on an island in a shining sea. It appears you have returned to Faerûn.

I'Cath is now an island in the Sea of Fallen Stars, part of the Pirate Isles (a DC 15 Nature check determines where the PCs are). The *Mistress of the Night* is moored off the coast, and some of the crew (including Mei) soon arrives at the PCs' spot to investigate.

The PCs also find the Hearts they gathered scattered around the grove, dumped here along with the PCs. They still pulse, though somehow the PCs can sense that they are no longer tied to the life forces of Tsien's daughters (Tsien or Thrym broke the connection).

TSIEN WINS

If the PCs gave the hearts to Tsien, she appears to the PCs.

High above you, the bone palace stands as an ominous fortress.

Tsien strides through the groves of orange and mulberry trees. Behind her appear two of her daughters.

The daughters are Dong-Pei and Qiuki. If the PCs killed Dong-Pei earlier, she does not seem harmed.

Tsien addresses the PCs. Having cleared her mind of the curse, she is now able to draw on her knowledge, and grant the answer to their question.

She tells them the following:

- The tablet fragments are part of an ancient relic, once "created" by a drow death goddess. [Strictly

speaking, she modified an existing artifact. Tsien is aware of this, but keeps it to herself.]

- While that goddess was long ago forgotten, the relic contains part of her power.
- It allows one to summon a manifestation of the death goddess, a dreadful aberration. Once summoned, all dead within miles will rise soon after as undead under her control. It would cause disaster to the Realms.
- Two specific fragments are needed to summon this aberration. These two fragments are currently in the possession of the drow of Sschindylryn, an Underdark city below Cormyr.
- The PCs can only defeat the aberration permanently in one way: they must face it and speak the death goddess' true name. Only then can it be denied access to the world and destroyed forever.
- Tsien then speaks the creature's true name. The PCs instantly forget it, as that is the nature of the goddess' name, but they know that they will be able to recall it when they face the aberration. The PCs earn **CORE67 Speak True**.
- She is reluctant to tell anything about the Words of Creation, saying they are unimportant for the problems Faerûn faces in regards to the tablet pieces. They were merely the chains of her curse.
- **DC 32 Insight:** Tsien is speaking the truth, but she knows more. She denies this, insults, and claims that she speaks the truth.

Tsien smiles, though it is not friendly. "The fate of Toril is now in your hands. I, on the other hand, am free to do as I please. My first act will be to summon my family. There will be... changes."

She gazes a last time at you [and Mei], and then she and her daughters disappear.

THRYM WINS

If the PCs gave the hearts to Thrym or kept them, I'Cath was unfettered with Tsien's defeat, and Tsien's palace and all her scriptures are destroyed.

High above you are the ruins of the bone palace. Little is left of it. Of Tsien, there is no trace.

Tsien has disappeared, but she and her daughters are yet alive. The PCs may meet her again.

Only if the PCs gave the hearts to Thrym, read:

You are scoured by a chill wind. A booming voice accompanies it.

“The Great Jarl grants his favor for your aid. Tsien Chiang has gone, and for that, you may call upon him once. Now, leave this accursed place.”

The wind dies down, and the voice goes quiet.

The PCs receive Thrym’s favor and gain the story award **CORE65 Aid of the Frost Titans**. They may call upon Thrym’s aid once in a future adventure.

If the PCs did not give him the hearts, they do not earn his favor.

Once Thrym is gone, Nighthale makes a final appearance.

The faint outline of Nighthale, barely visible in the sun’s rays, appears close to you.

“You have defeated my mother,” she says, “though I don’t believe you saw the end of her. Still, you have weakened her, and that may aid you in the dark days to come. Yet, your next task will be with a different evil.”

Nighthale does not know all that her mother knew, but with Tsien’s defeat did learn a few things, which she imparts to the PCs:

- The tablet fragments are part of an ancient relic, once created by an evil goddess.
- While that goddess was long ago forgotten, the relic contains part of her power.
- The drow of Sschindylryn, an Underdark city below Cormyr, plan to use the relic to their advantage, and summon a manifestation of the goddess’ into the world.
- The PCs have no way to permanently defeat this manifestation without Tsien’s lore. However, they may yet be able to drive it back to the astral plane, at least for the moment. They will need to rely on their own powers for that.

If the PCs did not give the Hearts to Thrym, her insubstantial form briefly embraces each of the PC, and grants them her blessings. The PCs earn **CORE66 Good Deeds**. After this, the ghost fades away.

CONCLUSION

The crew leads the PCs to the *Mistress of the Night*, which lies partially repaired in a bay along the island coast.

Captain Panahq orders sail to be set for New Velar. It takes the PCs a few days to return to Myth Drannor. During the journey, Mei can ‘feel’ Tsien calling out to her family (revealing that she is still alive even if Thrym won).

If the PCs fought for Tsien, Mei feels no compulsion to go herself. Apparently, Tsien has released her from

service. Otherwise she feels the compulsion but resists it.

When they arrive, they find the alliance in a heated discussion.

You arrive in the great halls to find Coronal Miritar and Lin-Woh Chiang speaking angrily. You missed most of it, but can see Miritar throwing her hands in the air and saying “Fine! Go! Answer the call and get yourself killed!”

The Shou woman shakes her head, and walks towards the door. Before she passes you, she halts. Her gaze rests on Mei.

“She does not understand the importance of family,” she says, her tone bitter. “I have to answer. There is no choice. Not for me. But you...”

There is a long pause. Then she places her hand on the girl’s cheeks.

“Fare you well, Yuki. Choose your fate with care.”

It’s the first time you ever heard her call the woman by her true name.

And then she walks out.

To Be Continued in

CORE2-12 The Sschindylryn Heresy

TREASURE

The PCs are richly rewarded for their help, earning 17000/27000 gp each in monetary rewards (in gems, goods, services etc). The PCs are also granted access to the vaults of Myth Drannor, allowing them to choose from a variety of Common and Uncommon magic items (see Treasure A for details).

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: Traversing the Chaos

1600 / 2240 XP

Encounter 3: Roadblock OR

Encounter 5: Welcome to I'Cath

2240/3040 XP

Encounter 7b: The Tree of Malice

2080 / 2880 XP

Encounter 7c: The Tree of Venom

2320 / 3600 XP

Encounter 7d: The Tree of the Ravenous

1280 / 1760 XP

Encounter 9A/9B: The Fourth Sign

2880 / 3840 XP

Minor Quest: Retrieve all Four Hearts

400 / 560 XP

Total Possible Experience

12800 / 17960 XP

Base Gold per PC

17000/ 27000 gp

(Encounter 10: 17000 / 27000 gp)

TREASURE

Each PC receives treasure in the form of gold pieces (the "Base Gold" listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold

award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

TWO ROUNDS, TWO TREASURES

Since this is a double-length (two-round) adventure, the PCs earn twice the normal XP and twice the normal base gold per PC. (The appropriate amounts have already been calculated, and are listed under Total Possible Experience and Gold per PC.)

To keep these rewards in balance with the campaign's expected level-advancement rate, the PCs should also have the opportunity to select two Treasures. For this adventure, each PC may choose TWO of the listed Treasures (including More Gold).

To be clear, a character who chooses More Gold twice receives no found items plus 17000 / 25000 gp in addition to the base gold award, for a grand total of 34000 / 52000 gp gained from this adventure.

EACH PC SELECTS TWO OF THE FOLLOWING:

Treasure A: Any Common magic item of your level + 2 or less, or any Uncommon magic item of your level or less, from any player resource.

Found in Conclusion

Treasure B: *ring of winter** (level 19; *Dragon* 394)

Found in Encounter 1.

Treasure C: *architect's staff +4** (level 20; *Adventurer's Vault* 1)

Found in Encounter 3 or 5

Treasure D: *Nightingale's heart (brooch of vitality +4*)* (level 20; *Adventurer's Vault* 1)

Found in Encounter 7a

Treasure E: *Hate's Heart (mirror of opposition*)* (level 20; *Adventurer's Vault* 1)

Found in Encounter 7b

Treasure F: *Spite's Heart* (necroshard weapon +4*) (level 20; *Dungeon* 173)

Found in Encounter 7c

Treasure G: *Scream's Heart* (headband of intellect*) (level 20; *Adventurer's Vault* 1)

Found in Encounter 7d

Treasure H: Ritual book with Endure Primordial Elements

Found in Encounter 1

Consumable plus Gold: If a player doesn't want to select one of the Treasures listed above for their character, they can choose to add *fundamental ice** (level 20) plus 3000 / 9500 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other Treasure. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the Treasures listed above for their character, they can choose to add 8500 / 12500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other Treasure.

STORY AWARDS

There are three story awards for this adventure, but they are mutually exclusive (the PCs can gain one and only one). If the PCs gave the hearts to Tsien, they get CORE67. If they gave the hearts to Thrym, they get CORE65. If they did not give the hearts to either one, they get CORE66. Distribute certificates to the players, but strike through all awards that the PCs do not earn.

CORE65 Aid of the Frost Titans

You have earned the favor of Thrym, the Great Jarl. Any disfavours you currently have with Auril or her exarchs (such as story awards SPEC32 and SPEC35) are removed. Future disfavours you might gain are unaffected. This Story Award grants you access to purchase *fundamental ice* (with an item level equal to your character level or less) at the beginning or end of any adventure. You pay full market price (see AV p.194). This does not change the total number of Uncommon items, including consumables, that you are allowed to possess.

CORE2-11 *The Sign of Four*

In addition, **one time only** you can request Thrym's aid. He sends a frost giant to fight for you. Only one such giant can be present at the same time (so another PC with this same favor cannot activate the power until the first activation ends). You gain the following single-use power. Once you use the power, strike through this paragraph and the power block below.

MINOR ACTION

☞ **Summon Frost Brute** • Cold, Consumable, Summoning

Effect (Consumable): You summon a Large frost brute in an unoccupied 2-square-by-2-square space within 10 squares. The brute has hit points equal to your bloodied value and resist 15 cold. It has no healing surges, but if an effect would allow the brute to spend a healing surge, you may spend one of your surges for it. The brute disappears at the end of the encounter, when reduced to 0 hit points, or when you dismiss it as a minor action. The brute has reach 2 and speed 5. It uses your defenses, with a +2 bonus to AC and a +4 bonus to Fortitude. When the brute makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

You can give the frost brute the following special commands. You must have line of effect to the brute in order to command it. The brute has no instinctive effect.

Standard Action: Melee 2; targets one creature; your highest stat + 4 vs. AC; 2d10 + stat modifier cold damage, and the target is knocked prone.

Standard Action: Close blast 3; targets each creature in blast; your highest stat +4 vs. Fortitude; 2d8 + stat modifier cold damage, and the target is immobilized (save ends).

Opportunity Attack: Melee 1; targets the triggering creature; your highest stat +4 vs. AC; 2d10 + stat modifier cold damage.

Special: the summoned frost brute has the following aura:

Icy Terrain (Cold) aura 2; your enemies treat the area within the aura as difficult terrain.

CORE66 Good Deeds

You defeated Tsien Chiang and defied Thrym. While you gained neither lore nor the ice titan's favor, your good deeds are noticed. **One time only**, you can expend this story award (which requires no action). Immediately end all effects on you that a save can end, and remove all of the following conditions that are on you (even if a save cannot normally end the effect): dazed, immobilized, restrained, and stunned. Once you use this power, strike through this paragraph.

CORE67 Speak True

Tsien Chiang spoke to you the true name of a death goddess, which she claims will be released as an abomination on the world should the drow of Sschindylryn rejoin the tablet fragments. This starts the Major Quest: *Shattered Secrets*, which continues and ends in CORE2-12 *The Sschindylryn Heresy*. You also released Mei Chiang from the service of Tsien, and you have her thanks for that.

NEW RULES

All magic items have a rarity of Uncommon unless stated otherwise.

Architect's Staff

Level 5+

Lvl 5 +1 1,000 gp Lvl 20 +4 125,000 gp
Lvl 10 +2 5,000 gp Lvl 25 +5 625,000 gp
Lvl 15 +3 25,000 gp Lvl 30 +6 3,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Add squares equal to the enhancement bonus of this staff to the area of a zone or a wall cast with this staff.

Power (Daily): Standard Action. Reshape one existing wall effect that you cast. At least one square of the wall must remain stationary.

Reference: *Adventurer's Vault 1*, page 103.

Fundamental Ice

Level 10+

Lvl 10 200 gp Lvl 30 125,000 gp
Lvl 20 5,000 gp

Reagent

Power (Consumable): Free Action. Expend this reagent when you use a power with the cold keyword of up to 17th level. One target hit is also immobilized (save ends). This reagent has no effect if the power already immobilizes the target.

Reference: *Adventurer's Vault 1*, page 194.

Hate's Heart (as *mirror of opposition*)

Level 20

Lvl 20 125,000 gp

Wondrous Item

Power (Daily* Charm): Standard Action. Hold this mirror up to an enemy within 5 squares of you and make an attack against that enemy: Ranged 5; +23 vs. Will; on a hit, the target treats its allies as enemies and its enemies as allies until the end of your next turn. It takes opportunity attacks against its former allies but not against you and your allies. As a free action on the target's turn, you can command the target to make a basic attack (using its standard action for its turn) against any other target or targets of your choice. However, you cannot command the target to use any of its other powers.

Reference: *Adventurer's Vault 1*, page 175.

Nightingale's Heart (as *brooch of vitality*)

Level 15+

Lvl 15 5,000 gp Lvl 25 625,000 gp
Lvl 20 125,000 gp Lvl 30 1,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Increase your maximum hit points by 5.

Level 20: Increase your maximum hit points by 10.

Level 25: Increase your maximum hit points by 15.

Level 30: Increase your maximum hit points by 20.

Reference: *Adventurer's Vault 1*, page 149.

Scream's Heart (as *headband of intellect*)

Level 20

Level: 20

Price: 125,000 gp

Item Slot: Head

Property: Gain a +4 item bonus to knowledge or monster knowledge checks, and a +1 item bonus to attack rolls on powers that have the psychic keyword.

Power (Daily): Minor Action. Gain a +3 power bonus to the next Intelligence attack that you make this turn.

Reference: *Adventurer's Vault 1*, page(s) 142.

Ring of Winter

Level 14+ Rare

Lvl 14 21,000 gp Lvl 24 525,000 gp
Lvl 19 105,000 gp Lvl 29 2,625,000 gp

Item Slot: Ring.

Property: This ring provides resistance to cold, as shown below.

Level 14: Resist 10

Level 19: Resist 15

Level 24: Resist 20

Level 29: Resist 25

Power (Encounter): Immediate Interrupt. You can use this power when you would take cold damage that exceeds your resistance. You gain immunity to cold until the end of your next turn.

Power (Encounter x Cold): Minor Action. Until the end of your next turn, enemies that end their turns adjacent to you take 5 cold damage.

Level 19: Enemies that end their turns adjacent to you take 10 cold damage.

Level 24: Enemies that end their turns adjacent to you take 15 cold damage.

Level 29: Enemies that end their turns adjacent to you take 20 cold damage.

Spite's Heart (as *necroshard weapon*)

Level 5+

Lvl 5 +1 1,000 gp Lvl 20 +4 125,000 gp
Lvl 10 +2 5,000 gp Lvl 25 +5 625,000 gp
Lvl 15 +3 25,000 gp Lvl 30 +6 3,125,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d10 necrotic damage per plus

Property: Weapon attacks made with the weapon against living creatures gain a +1 bonus on attack rolls vs. Fortitude.

Power (Daily* Necrotic): Free Action. Use this power when you hit with the weapon. The target takes an extra 1d8 necrotic damage and is weakened until the end of your next turn.

Level 15/20: extra 2d8 necrotic damage

Level 25/30: extra 3d8 necrotic damage

Reference: *Dungeon Magazine 176*.

NEW RITUAL

Endure Primordial Elements

Level: 17

Category: Exploration

Time: 24 hours

Duration: 7

Component Cost: 4300 gp

Market Price: 12000 gp

Key Skill: Arcane (no check)

You designate up to eight ritual participants, including yourself, who ignore penalties and Endurance checks associated with the extreme weather and environments of the Elemental Chaos.

An affected creature and its equipment ignore ill effects from extreme temperatures and other ambient threats. Creatures' attacks, terrain features, and traps or hazards are still potential dangers. In areas where you would normally have to make Endurance checks every 8 hours while under the effect of Endure Elements, you need not make any checks while under the effect of Endure Primordial Elements.

Reference: *The Plane Below*, page 12.

APPENDIX I: NPCs

MYTH DRANNOR AND ALLIES

LIN-WOH CHIANG

[lin-WOE chah-ng]

Region/Town: Dragoncoast (Nathlek)

Appears in: DALE1-1 *The Prospect*, DALE1-6 *The Vesperin Initiative*

Lin-Woh is a Shou woman, who dresses in rich garments and fine silk robes. Her hair is tied in an elaborate knot fixed with jeweled pins. While she can be charming if she wishes to, she tends to be snobbish and arrogant to those she has no need for, especially men.

The following information can be gained with a Streetwise check:

DC 21: Lin-Woh Chiang heads the branch of the Chiang Emporium trading within the area around the Dragon Reach.

DC 23: Lin-Woh is Ha-Teh Chiang's fourth daughter. Her sisters are Yuin and the twins Mai-Win and Mai-Ana.

Yuin runs the trade in the eastern Sea of Fallen Stars (mostly Cormyr), Mai-Win runs the emporium's headquarters in Nathlek, and Mai-Ana runs trade in the western region (mostly Akanul).

In this adventure: The Chiangs have a vested interest in the mission, as Tsien Chiang is an ancestor of the clan. They also believe that the tablets are tied to the clan's history. Lin Who has brought her maid-servant, the timid Mei Chiang.

MEI (YUKI) CHIANG

[MAY chah-ng]

Region/Town: Dragoncoast (Nathlek)

Appears in: DALE1-1 *The Prospect*, DALE1-3 *Master and Servant*, DALE1-6 *The Vesperin Initiative*

Mei is a young Shou woman. She is slender and looks frail. Her hair is braided in a long tail. She bows politely and silently to those who greet her.

The following information can be gained with a Streetwise check:

DC 21: Mei is the servant of Lin-Woh Chiang. She slavishly follows her orders, and seems afraid of her mistress.

DC 23: Mei is a cousin of Lin-Woh Chiang. Her mother, Laihu, died giving birth to her. Laihu's aunt, Ha-Teh, took her in. She has a brother, named Kwo, who is 20 years older.

Despite the blood bond, she receives little respect. Still, as a Chiang, the emporium's employees have to obey her - though she rarely takes command.

DC 25: Mei is Shou for 'niece'. It was a name given her by her aunt, Ha-Teh Chiang. Her true name is Yuki [YOU-kee], which means snow, but she feels uncomfortable being referred to by that name.

In this adventure: Mei is Lin-Woh's servant. She is in command of the *Mistress of the Night's* crew, and acts as the ship's bosun.

CORONAL ILSEVELE MIRITAR

[EEL-sah-vel MEE-ree-tahr]

Region/Town: Myth Drannor

Appears in: SPEC1-3 *Ghosts of the Past*

Ilsevele Miritar is a short sun elf. She has pale skin and copper-colored hair. She wears a well-maintained suit of golden weavemail and a thin coronet. At her side is a blade that seems to be forged from stone. It emits a soft light as faint sparks of lightning arc over it.

Ilsevele Miritar is coronal of Myth Drannor, its political leader. She aided her father in the Elven Crusade to liberate Myth Drannor from the fey-ri. Seiveril died during the crusade. After his death she took up leadership of the Army of Myth Drannor. Once she defeated the enemies, she was granted the Rulers' Blade, becoming seventh Coronal of the rebuilt realm of Cormanthyr with Fflar as her consort.

In this adventure: Ilsevele knows of several tablet fragments resurfacing - one even in Myth Drannor - and has spiritual advisors, the Olin Gisiae, look into it. They convinced her that Myth Drannor should actively join the quest to track down the fragments, and determine the tablet's purpose.

CAPTAIN ELURIO PANAHQ

[ay-LOO-ree-oe pah-NAHK]

Region/Town: High Imaskar

Appears in: CORE2-2 *Rising of the Dark*, CORE2-10 *Upon the Sea of Stars*

Flamboyant behavior and fashionable cloaks cannot hide the undead nature of Captain Panahq. Stripped of flesh, only a skeleton remains. Somehow, a twinkle remains in his eye sockets, and even as a skeleton, he looks jovial... and smug.

The following information can be gained with a Streetwise check:

DC 15: Eluryo Panahq is from High Imaskar, as is the ship he is on.

DC 20: He is a vengeance taker, a judge-executioner, as well as a member of the Enacters, who do the will of the empress.

The ship, the *Mistress of the Night*, was a vessel created with High Imaskaran techniques for the empire of Netheril, part of attempts to establish diplomatic relations. The ship got into a terrible storm, and was attacked by a monstrous sea creature of gigantic size. It sunk, and all on board perished - only to rise as undead. The ship was later retrieved (in CORE2-2 *Rising of the Dark*). All crew found their rest, but Panahq remained

DC 25: Panahq was the helmsman of the ship, the only person remaining who can command it besides the empress. He has been ordered by the empress to ally with The Alliance.

DC 30: Panahq is tied to the ship. He can't be permanently destroyed as long as the ship lasts. If slain, he rises again after a day.

In this adventure: Panahq serves his empress as best as he can. He hopes to finally find rest once he completes his mission to eliminate the threat from the tablets and the House of Dark Consumption.

ARON SELKIRK

[AH-ron SELL-keerk]

Region/Town: Vesperin (Calaunt)

Appears in: DALE1-1 *The Prospect*, DALE1-3 *Master and Servant*, DALE1-6 *The Vesperin Initiative*

Aron Selkirk is middle-aged, though he remains fit and strong. He sports a tiny blond beard and curly hair that is slowly thinning. He dresses in clothes that indicate he is well-to-do, though they look more expensive than they really are.

The following information can be gained with a History check:

DC 15: The Selkirk family is a small merchant house that operates out of the city of Calaunt in Vesperin.

DC 20: The family dates back hundreds of years. They were once one of the most influential families in Sembia, providing the head of the council for years.

DC 25: Aron's great grandfather and his branch of the family fled Sembia to Vesperin years ago, along with a few other Sembian families that had not yet sold out to Netheril. There, most of them tried to start anew.

DC 30: The family was nearly decimated when Netheril took over in Sembia. Many family members went missing during the Shadow War or perished in the Ordulin Maelstrom.

The following information can be gained with a History or Streetwise check:

DC 15: Aron Selkirk is the leader of the Velarian Trade Alliance. The alliance, which opposes Sembia's influence in the Dragon Reach, consists of the Selkirk family from Calaunt, the Burghers of New Velar, the eladrin of Myth Drannor, and the Chiang Emporium from Nathlek City.

DC 20: He hopes to establish a regime change through political pressure and covert actions.

DC 25: Aron heads the Silver Ravens, a resistance movement that fights Netheril's occupation of Sembia.

DC 30: It is rumored the Silver Ravens cooperate with the Harpers to oppose Netheril.

In this adventure: Aron has become convinced, through documents in his possession, that the tablet fragments pose a real danger should they fall into the wrong hands. He has taken initiative to oppose the danger, and has convinced his Velarian Trade Alliance partners to support him.

THE GIANTS

THRYM

[THRIM]

Region: The Elemental Chaos (Simbulwinter)

Thrym is a hulking menace, appearing as a mighty frost giant with white eyes, blue hair, and a constant snarl.

The following can be learned with a successful Religion check:

- Thrym is the king of frost giants, and is referred to as the Great Jarl. His symbol, and weapon of choice, is a white two-headed battle axe.

- He rules Simbulwinter, a domain in the Elemental Chaos shrouded in everlasting winter.
- Thrym is one of the sons of Annam, a mysterious titan. He does not ally himself with many people, though he occasionally enters into a plot with one of his brothers or sisters. Thrym serves Auril, but more out of fear than out of respect. He has been more concerned with planar warfare than the affairs of mortals, and is losing followers to Kostchtchie and Auril.

In this adventure: Thrym desires to destroy Tsien. He has no interest in the PCs plights and has no means to aid their goal. He attempts to use bribes and bullying to get them to give him the hearts.

THE CHIANGS

TSIEN CHIANG

[TSEEN chah-ng]

Region: The Elemental Chaos (Simbulwinter, I'Cath)

Tsien is a tall and hauntingly beautiful woman, despite the gray in her hair and the wrinkles around her eyes. She dresses like a noblewoman, her fingernails are manicured and painted in elaborate designs, and her hair is bound and decorated with jeweled hair pins.

There is little to be learned about Tsien (except what Nightingale tells the PCs), but it is obvious from first sight that she is a powerful – if obsessed – sorceress.

Tsien hates men, and is fascinated with the number four, whose symbol in Shou also means death.

In this adventure: Tsien wants to be free from the curse Corellon's champion placed on her. She is laden with powerful magic, but unable to fully wield it, and obsessed to ever write down whatever she knows. Only if she can finish her writings and place down the final word will she shake off her curse and return to her schemes again. She needs the PCs to deliver the final word to her.

CHUN-FU CHIANG (NIGHTINGALE)

[TSUN-foo chah-ng]

Region: The Elemental Chaos (Simbulwinter, I'Cath)

Nightingale is only a faint image of what was once a beautiful young Shou woman. Her great brown eyes stand out, granting her a lovely look even in death.

Nightingale is the fourth daughter of Tsien Chiang.

Her given name is Chun-fu, which means 'spring's burden'. She hates it. The people of I'Cath however loved her voice and named her 'Nightingale'.

Nightingale was murdered by her mother, who desired her to be as dark as her sisters.

Tsien bound her spirit in a gem and tied her ghost to the Tower of Broken Promises. A willow tree wrapped around it weeps for her suffering. The tower is unbreakable and the stairs to the top unending. Tsien says it was created from the broken promises of men – of which there is an endless supply.

Tsien had one daughter, Laihu. She feared her mother would kill her as well. When her sister Ha-Teh left I'Cath, she pressured her into bringing her daughter too. Ha-Teh complied, though Nightingale never heard from her again.

She can however sense that Mei is her granddaughter.

DONG-PEI CHIANG (HATE)

[don-PAY chah-ng]

Region: The Elemental Chaos (Simbulwinter, I'Cath)

Dong-Pei is a tall Shou woman, with black hair in a tight bun. Her face is marred by an ever present scowl and angry eyes.

Dong-Pei is Tsien's first daughter. Her name (in old dialect Shou) was to mean "winter's grudge", but learning of her nasty demeanor, locals twisted her name and turned to calling her 'Hate' – something that did not improve the woman's vindictiveness as she aged.

QIUKI CHIANG (SCREAM)

[kee-YOO-kee chah-ng]

Region: The Elemental Chaos (Simbulwinter, I'Cath)

Qiuki is a short and squat Shou woman. Her hair is long and loose. Her lips are painted blood red.

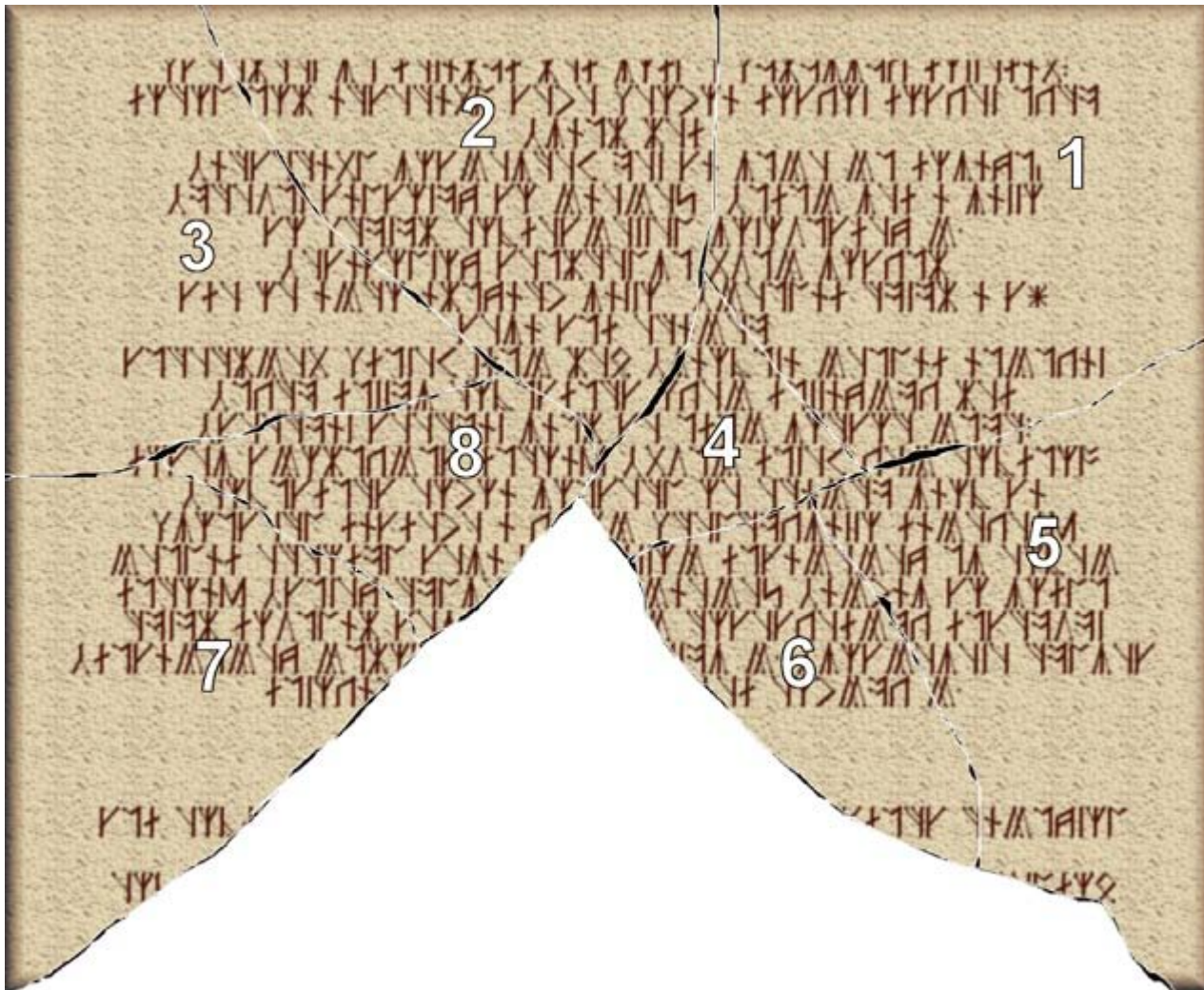
Qiuki is Tsien's third daughter. Her name means 'autumn's breath', but people of I'Cath renamed her Scream, for her loud and overbearing nature.

Tsien took Qiuki's voice when she created the Tree of the Ravenous, and imbued it in the tree. Qiuki's voice is now reduced to a ragged whisper, but it still holds power. Through it, she commands the elementals and the Heart, who perform every whispered command far better than anyone ever obeyed her screams.

APPENDIX II: THE MISTRESS OF THE NIGHT

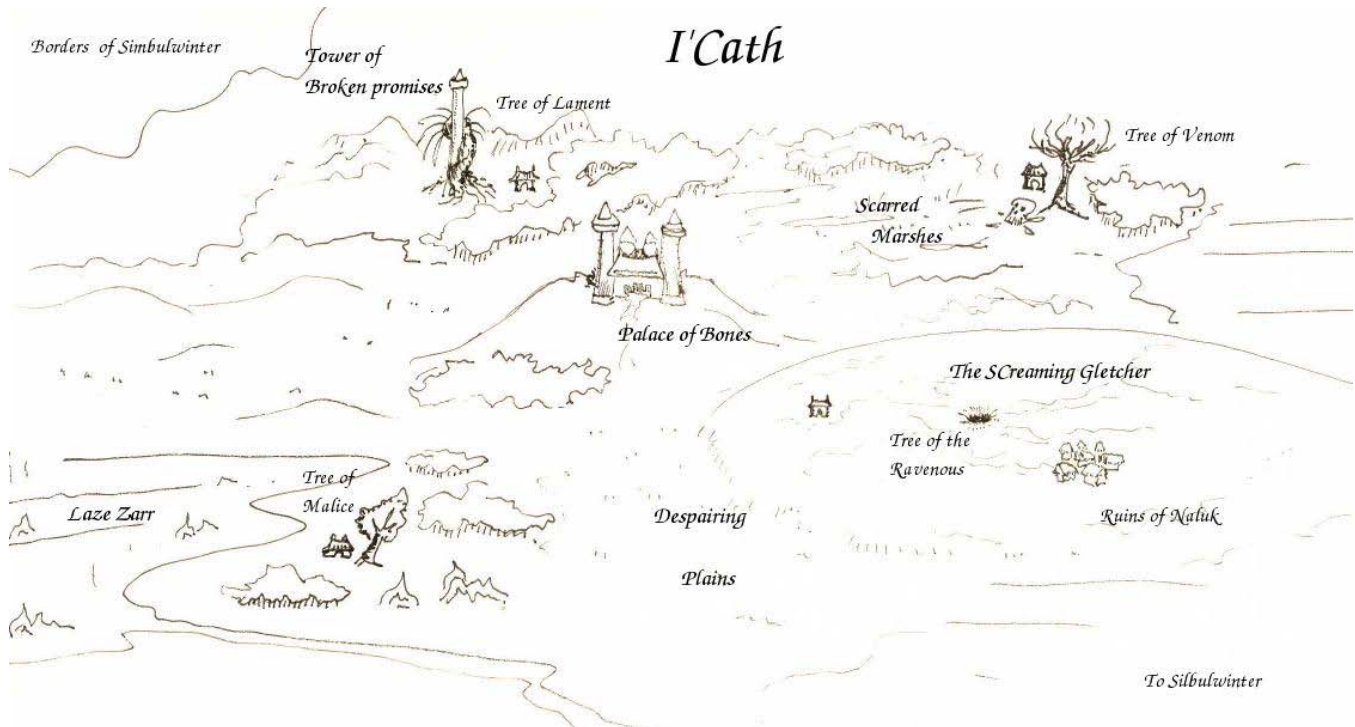


APPENDIX III: THE SHATTERED TABLET



#	Adventure	Found
1	SPEC1-3 <i>Ghost of the Past: Hive of Corruption</i> (H1)	In the ruins of Myth Drannor
2	MOON2-1 <i>Darkness Falls Over Moray</i> (H2)	In a ruined light house
3	IMPI2-3 <i>Rooting out Corruption</i> (P2)	In a shrine to the glory of demons
4	LURU2-1 <i>Hand That Rocks the Cradle</i> (P1)	Among the possessions of a drow priestess of Auril
5	CORE2-6 <i>Ripples in the Stream of Souls</i> (P2)	In the Erech Forest in Rasheman
6	MINI2-2 <i>Ravens Under a Midday Sun</i> (H1)	In the ruins of a temple of Mystra in Ravens Bluff
7	WATE2-3 <i>Noble Dangers</i> (P1)	Recovered from Undermountain
8	DALE2-3 <i>Ploughshares From Swords</i> (H2)	In the possession of the drow Ris'lak Sshedderyn

APPENDIX IV: I'CATH



I'Cath is only a small part of Simbulwinter, covering a terrain of approximately twenty miles by forty miles. It is at the very edge of Simbulwinter, having been 'grafted' on when the land was ripped from Faerûn by Tsien's magic.

Few people live in I'Cath. The original population died or fled. Tsien and her daughters are the main occupants. Dong-Pei holds several fey servants, and a number of enslaved males dwell the domain, fallen to the magic of Tsien's magical groves. Most other creatures in I'Cath are monsters - undead or worse.

The Palace of Bone: Build on the top of a high rocky hill, Tsien's palace looks out over I'Cath. The entire land gently slopes upward to this point, so that everything can be seen from the palace towers.

Seen from afar, the building seems to be erected from pearl, white marble, crystal or even ice. In reality, the place is entirely made of humanoid bones - dark magic has gone into crafting it. Rumors that its carpets are made of human skin and hair are an exaggeration, though it is true there are some macabre trophies to be found inside.

Nobody lives in the palace but Tsien and her daughters.

The Groves: The main boundaries of Tsien's domain are defined by the four groves of trees that can be found here. It is unsurprising that trees that can survive in an elemental place created of ice are all

but mundane. The trees were created long ago by Tsien. Each grove started with a group of trees who were magically altered, so that their fruit or pollen became a poison to those who ate or smelled them. The trees flourished and intermingled, and now cover most of the land. When I'Cath was wrenched from Faerûn and brought to Simbulwinter, all other plant life died, but the magical trees survived, even though they froze or were covered in ice.

All types of trees can be found anywhere, though certain types concentrate in the groves they originated in. Each grove holds one specimen that is greater than the others. These are the original trees created by Tsien.

The Tree of the Lament: This tree and its descendants are willow trees. A creature that gets close to a tree of lament becomes overcome with sorrow. If they give in to the sorrow, they collapse underneath the tree, falling in a state of torpor until they can drag themselves away. A creature that comes close to a tree of lament must make a saving throw each turn or be stunned. On a successful save, the PC is dazed instead. The effect of the actual Tree of Lament is even more powerful.

The Tree of the Malice: This tree and its descendants are mulberry trees. The frozen berries hang within reach and can be plucked and eaten, but the fruit causes allies to turn on each other.

The Tree of Venom: This tree and its descendants are orange trees. The frozen oranges hang within reach and can be plucked and eaten, but they are poisonous.

The Tree of the Ravenous: This tree and its descendants are cherry trees. The fruit hangs within reach and can be plucked and eaten, but anyone who does so becomes ravenously hungry.

The Despairing Plains: These plains are a desolate waste of snow dunes and obsidian rock face covered in sheets of ice. Nothing lives here, and even Tsien's magical trees have been scoured of the surface by the blizzards that are so fierce they can flay the skin of a human being.

The Screaming Glacier: This colossal mass of ice fills the valley that originally contained the grove of the Tree of the Ravenous. The Screaming Glacier is not solid. It is riddled with tunnels - apparently created by the ear-piercing and ice shattering screaming that is emitted by the tree in its center.

The glacier covers all kinds of ruins, including those of an entire town, the former village of Naluk, whose people were once lorded over by Tsien, but they have long since disappeared. Some rumors say Tsien slew all of them to build her palace.

The Scarred Marsh: This marsh has the warmest climate in I'Cath - it has areas where the temperature rises up to the freezing point. Oddly, that only makes the atmosphere worse. It is still cold but also humid. Breathing is hard and the ground is alternately freezing and thawing, covered in a cold slush that burns due to the high acidity of the water.

Strange elemental insects plague this area, the only creatures to be found in any quantity in I'Cath. They sting, bite, and suck the blood of anyone who enters, though they are only a pest. The true danger in the marsh are the many undead - as anyone who eats the fruits of the frozen trees here die and rise as mindless undead zombies, forever to serve Tsien.

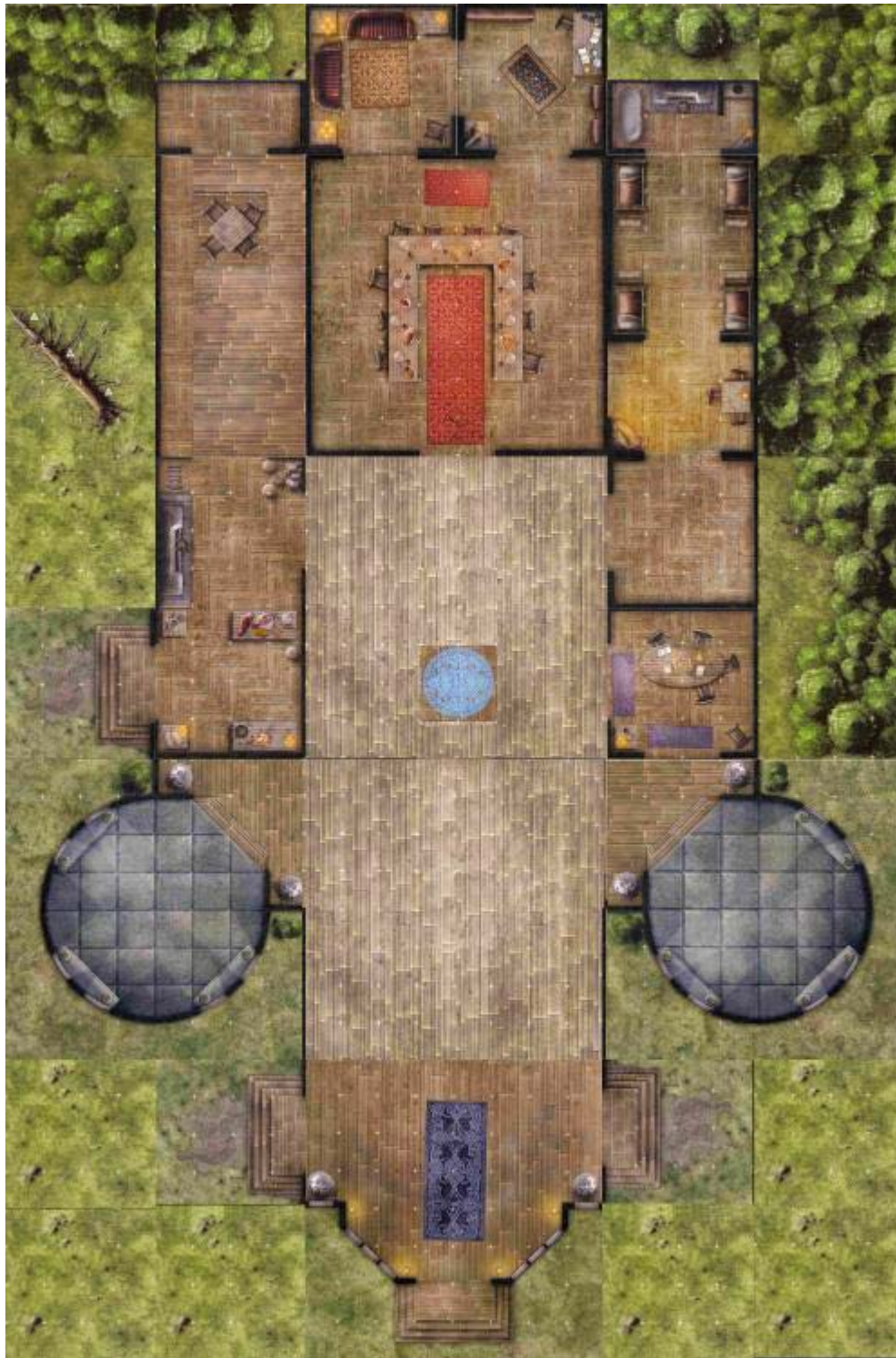
Lake Zar: This is a lake of frozen lava. The grove of the Tree of Malice is located at its shores. The lake is not too deep, and the surface of the lava that pools inside it is frozen solid. It is hard enough for someone to walk on - with care - though it is unstable and known to break apart at unexpected moments.

The Tower of Broken Promises: This tower rises seventy feet in the air and is from white marble. It is located in the middle of the grove of the Tree of Lament, a gargantuan willow tree that wraps its trunk around the tower.

A single door leads into the tower, but the tree's effect stops anyone from approaching.

The Four Shrines: Four shrines are located in each grove. They are named after Tsien's daughters, and each hold a single bell bearing the inscription of one of the four signs - prophecies Tsien believes herald a significant event. Hate's shrine stands in the grove of the Tree of Malice. Spite's shrine stands in the grove of the Tree of Venom. The Screaming Glacier that holds the Tree of the Ravenous also buries the shrine of Scream, and Nightingale's shrine stands in the grove of the Tree of Lament.

APPENDIX V: THE PALACE OF BONES OVERVIEW MAP



PLAYER'S HANDOUT I: THE MISSION

- Several months ago, a spelljammer (a plane-traveling ship) called the *Mistress of the Night* was recovered from the depths of the Inner Sea. On board this ship were documents originally intended for the Netherese. These documents spoke of dark rituals and a madness-inducing dungeon deep beneath the Dalelands known as the House of Dark Consumption.
- After dramatic events in New Velar, a young spellscarred woman named Sureen Tevernesta disappeared. She left behind a diary, in which she had written down the nightmares that had plagued her in the last months. In these nightmares, she revisited the dread dungeon that had spellscarred her, a place that matches the House of Dark Consumption. In her dreams she also saw a clay tablet, broken in ten fragments. The tablet was covered in wisps of shadow and spatters of blood. She always woke with the feeling that a dreadful thing was about to happen.
- Finally, the Chiangs presented to Aron a seer, the Calamshite Yi Amahl. He recently saw the tablet in his visions. He cannot tell what the tablet means.
- However, he did receive a vision of one who can: Tsien Chiang, a powerful sorceress, residing in the Elemental Chaos. She is trapped in a place called I'Cath, a portion of Faerûn drawn in Simbulwinter, the domain of the Great Jarl, the ice titan king Thrym.
- His visions show that Tsien is evil and obsessed with the number four - a number whose symbol that in Shou also means 'death'. She resides in a palace of bone. Tsien hates men, and she and Thrym despise each other.
- Visions, nightmares, and old lore are obscure, but Aron cannot ignore them as the tablet fragments, found throughout Faerûn, are real. If they are tied to the House of Dark Consumption, they certainly serve an evil cause (Aron suspects the Shades to be involved).
- Aron has sought out allies through the Velarian Trade Alliance to find out what the fragments mean and stop any dark plans. Myth Drannor, New Velar, and the Chiang Emporium have pledged their support.
- The Olin Gisiae, elven loremasters in Myrh Drannor, have confirmed that the danger to the Realms is exceptionally great. They attempted to scry Tsien, but all divinations fail. All the loremasters know is that Tsien is a powerful but evil sorceress. Coronal Miritar is reluctant to deal with her, but the danger to the Realms is thus that she sees no alternative.
- Aron now needs the PCs to travel into the Elemental Chaos, locate I'Cath, and convince Tsien Chiang to part with any knowledge she may have.
- For this, the PCs use the *Mistress of the Night*. Captain Panahq runs the ship, a skeletal undead tied to the ship. The crew consists of Shou trained to handle the ship. Mei Chiang leads the crew.
- If PCs ask, Lin-Woh Chiang confirms that Tsien Chiang is an ancestor of the Chiang clan - one that disappeared ages ago. She believes this to be significant to Yi Amahl's prophecies, and it was the main reason she presented Yi Amahl to Aron.

PLAYER'S HANDOUT II: THE FOUR SIGNS

The Sign of Hate

*From behind the Great Wall
They come and raise one of their own
Live above those beneath them
So earn their ancestors' wrath
In hate
Be struck and brought low
Like flowers cut from the stem*

The Sign of Screams

*Their tower watches
Danger on the waves
Now turned wicked
Sending a wave of death
Poisons mind and body
And the night fills with screams*

The Sign of Spite

*Brothers and sisters
Darkness and chaos
Power serves only one master
To the victor
Only the ruins
The Queen of Spiders smiles
At their spite*

The Sign of Lament

*Shattered, broken
Lies the life of a goddess
Her power, lost but not spent,
To wrack the world
Lest choices made wisely,
Between two evils
So as to learn the speak
One single word
Or forever lament.*

PLAYER'S HANDOUT III: UNSTABLE MUTABILITY

The following options are available to the PCs while they travel the Elemental Chaos or reside in I'Cath. In I'Cath, a number of restrictions apply:

- No power or ritual can raise the temperature of I'Cath above the freezing point.
- No power or ritual can affect the Bone Palace, the Tower of Sorrow, or any tree in I'Cath (alive, dead, or frozen) that originally came from Faerûn, unless indicated otherwise.
- Whenever the *influence stability* power is used, the power deals cold damage in addition to the energy type chosen (i.e. if a PC chooses fire, it deals cold and fire damage).

Excerpt from *The Plane Below: Secrets of the Elemental Chaos* (page 7, Unstable Mutability).

INFLUENCING THE CHAOS

Creatures in the Elemental Chaos can alter their surroundings by spending a certain amount of time in concentration and making a successful Intelligence checks (see below).

Only unattended objects can be moved or altered.

Move Object: Standard action.

- **DC:** The DC is based on the object's size - Tiny or smaller, DC 5; Small or Medium, DC 10; Large, DC 15; Huge, DC 20; Gargantuan, DC 25.
- **Success:** You move an unattended object. You move the object 1 square, + 1 square for every 5 points by which you beat the DC.
- **Failure:** You can't try to move the same object until after a short rest.

Alter Object: Standard action.

- **DC:** The DC is based on the object's size - Tiny or smaller, DC 20; Small or Medium, DC 25; Large, DC 30; Huge, DC 35; Gargantuan, DC 40.
- **Success:** You change an unattended natural object into a different element or type of energy of the same size. For example, a boulder can be changed into a ball of fire.
- **Failure:** You can't try to alter the same object until after a short rest.

Stabilize Area: 1 minute.

- **DC:** The DC is 5 + 1 per square affected.

- **Success:** You lock an area into its current form for 24 hours. Double the area or the duration for every 5 points by which you beat the DC.
- **Failure:** You can't try to stabilize the same area until after an extended rest.

Move Object: Standard action.

- **DC:** The DC is 20 + 1 per square affected. Add 10 to the DC if the area has been stabilized (see above). Double the area or duration for every 5 points by which you beat the DC.
- **Success:** You change the terrain or are for 24 hours. For example, a bare rocky plain can be changed into a forest.
- **Failure:** You can't try to alter the same area until after an extended rest.

MUTABILITY IN COMBAT

Creatures strong in mind can attack enemies by manipulating the Elemental Chaos. This is an at-will basic attack, as described below.

This system requires some adjuration by the Dungeon Master as to its effect in combat.

STANDARD ACTION

r Influence Stability • At Will

Attack: Ranged 15/30 (one creature); Intelligence vs. Reflex

Special: If you are trained in Arcana, you can add your implement's enhancement bonus to your attack roll. This power does not become an implement attack.

Hit: 2d10 + Intelligence modifier damage. This damage can be acid, cold, fire, lightning, poison, radiant, thunder, or untyped.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED A STORY AWARD FROM *CORE2~II THE SIGN OF FOUR*

CORE65 Aid of the Frost Titans

You have earned the favor of Thrym, the Great Jarl. Any disfavours you currently have with Auril or her exarchs (such as story awards SPEC32 and SPEC35) are removed. Future disfavours you might gain are unaffected. This Story Award grants you access to purchase *fundamental ice* (with an item level equal to your character level or less) at the beginning or end of any adventure. You pay full market price (see AV p.194). This does not change the total number of Uncommon items, including consumables, that you are allowed to possess.

In addition, **one time only** you can request Thrym's aid. He sends a frost giant to fight for you. Only one such giant can be present at the same time (so another PC with this same favor cannot activate the power until the first activation ends). You gain the following single-use power. Once you use the power, strike through this paragraph and the power block below.

MINOR ACTION

✧ Summon Frost Brute • Cold, Consumable, Summoning

Effect (Consumable): You summon a Large frost brute in an unoccupied 2-square-by-2-square space within 10 squares. The brute has hit points equal to your bloodied value and resist 15 cold. It has no healing surges, but if an effect would allow the brute to spend a healing surge, you may spend one of your surges for it. The brute disappears at the end of the encounter, when reduced to 0 hit points, or when you dismiss it as a minor action. The brute has reach 2 and speed 5. It uses your defenses, with a +2 bonus to AC and a +4 bonus to Fortitude. When the brute makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties. You can give the frost brute the following special commands. You must have line of effect to the brute in order to command it. The brute has no instinctive effect.

Standard Action: Melee 2; targets one creature; your highest stat + 4 vs. AC; 2d10 + your highest stat modifier cold damage, and the target is knocked prone.

Standard Action: Close blast 3; targets each creature in blast; your highest stat +4 vs. Fortitude; 2d8 + your highest stat modifier cold damage, and the target is immobilized (save ends).

Opportunity Attack: Melee 1; targets the triggering creature; your highest stat +4 vs. AC; 2d10 + your highest stat modifier cold damage.

Special: the summoned frost brute has the following aura:

Icy Terrain (Cold) aura 2; your enemies treat the area within the aura as difficult terrain.

CORE66 Good Deeds

You defeated Tsien Chiang and defied Thrym. While you gained neither lore nor the ice titan's favor, your good deeds are noticed. **One time only**, you can expend this story award (which requires no action). Immediately end all effects on you that a save can end, and remove all of the following conditions that are on you (even if a save cannot normally end the effect): dazed, immobilized, restrained, and stunned. Once you use this power, strike through this paragraph.

CORE67 Speak True

Tsien Chiang spoke to you the true name of a death goddess, which she claims will be released as an abomination on the world should the drow of Sschindylryn rejoin the tablet fragments. This starts the Major Quest: *Shattered Secrets*, which continues and ends in CORE2-12 *The Sschindylryn Heresy*. You also released Mei Chiang from the service of Tsien, and you have her thanks for that.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED A STORY AWARD FROM *CORE2~II THE SIGN OF FOUR*

CORE65 Aid of the Frost Titans

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MINOR ACTION

✧ Summon Frost Brute • Cold, Consumable, Summoning

Effect (Consumable): You summon a Large frost brute in an unoccupied 2-square-by-2-square space within 10 squares. The brute has hit points equal to your bloodied value and resist 15 cold. It has no healing surges, but if an effect would allow the brute to spend a healing surge, you may spend one of your surges for it. The brute disappears at the end of the encounter, when reduced to 0 hit points, or when you dismiss it as a minor action. The brute has reach 2 and speed 5. It uses your defenses, with a +2 bonus to AC and a +4 bonus to Fortitude. When the brute makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties. You can give the frost brute the following special commands. You must have line of effect to the brute in order to command it. The brute has no instinctive effect.

Standard Action: Melee 2; targets one creature; your highest stat + 4 vs. AC; 2d10 + your highest stat modifier cold damage, and the target is knocked prone.

Standard Action: Close blast 3; targets each creature in blast; your highest stat +4 vs. Fortitude; 2d8 + your highest stat modifier cold damage, and the target is immobilized (save ends).

Opportunity Attack: Melee 1; targets the triggering creature; your highest stat +4 vs. AC; 2d10 + your highest stat modifier cold damage.

Special: the summoned frost brute has the following aura:

Icy Terrain (Cold) aura 2; your enemies treat the area within the aura as difficult terrain.

CORE66 Good Deeds

You defeated Tsien Chiang and defied Thrym. While you gained neither lore nor the ice titan's favor, your good deeds are noticed. **One time only**, you can expend this story award (which requires no action). Immediately end all effects on you that a save can end, and remove all of the following conditions that are on you (even if a save cannot normally end the effect): dazed, immobilized, restrained, and stunned. Once you use this power, strike through this paragraph.

CORE67 Speak True

Tsien Chiang spoke to you the true name of a death goddess, which she claims will be released as an abomination on the world should the drow of Sschindylryn rejoin the tablet fragments. This starts the Major Quest: *Shattered Secrets*, which continues and ends in CORE2-12 *The Sschindylryn Heresy*. You also released Mei Chiang from the service of Tsien, and you have her thanks for that.

Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	RPGA/DCI Number
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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

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