

TYRANNY'S BITTER FROST

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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SPECIAL THANKS TO THE DMS, MARSHALS, AND HQ STAFF AT GEN CON INDY 2010

Rumors of an alliance between the Council of Blades in Mulmaster and a group of Banite Warlock Knights of Vaasa portend evil for the entire Moonsea region. Your patron has learned that a weapon of great power, lost since the long-ago death of the Ice Queen Iyraclea, may be up for grabs, and the Warlock Knights have dispatched an expedition to retrieve it. Iyraclea once lived in a castle of sculpted ice somewhere in the northern reaches of the Great Glacier, built with the blessing and assistance of the goddess Auril. Perhaps the Frostmaiden herself may yet take an interest in these proceedings... *A Living Forgotten Realms* Special adventure set in Vaasa for characters levels 14-17.

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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OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

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 14-17. 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.

Each 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

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

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 by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

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 the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to 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 logsheet and tracked across adventures.

WHAT'S A CORE SPECIAL ADVENTURE?

Core Special adventures are designed to provide a challenging and epic (but fair and fun) experience where the players must work together in order to successfully complete the entire adventure within the time limit. The adventure as a whole is intended to be more difficult than a typical *Living Forgotten Realms* adventure, but not impossible to complete in a standard four-to-five hour convention slot.

The combat encounters in this adventure are designed to pose a tough challenge for the typical party of the expected levels (14-15 for low tier, 16-17 for high tier). The design intentionally features two combats instead of the usual three or four. This is to make the fights more challenging (by spending a higher percentage of the adventure's XP budget on each combat) and also to help ensure that the adventure can still be completed in a single convention slot, since Paragon tier combat encounters often run longer than their Heroic tier counterparts.

GLORY TIER

When player characters reach Paragon tier, the difference between "typical" parties and "heavily optimized" parties can become rather wide. There is no way to predict in advance whether your table will be one of those super-groups that cuts through normal encounters like a hot knife through warm butter. To help you challenge these parties, this adventure includes an optional "Glory Tier."

The Glory Tier offers suggestions and monster upgrades you can use to make the combat encounters more difficult. You can use none, some, or all of them, as you see fit. The PCs earn no additional XP for facing these options, and you may only use the Glory Tier with the players' consent. If the PCs have the power to win every fight in two or three combat rounds and that's the kind of game the players enjoy, then please, let them enjoy it. But if they specifically tell you that they are looking for a tough challenge, the Glory Tier might help you give them the beat-down they crave.

Again, to be very clear: The baseline encounters in this adventure are already more difficult than those in a standard LFR adventure. The Glory Tier will make things even harder. Do not use these options to TPK a party of less-experienced players or less-optimized characters. That is no fun for anyone.

The best way to find out what level of challenge to use is to ask the players. Have they played together many times before, or did they just meet for the first

time five minutes ago during mustering? Do they have a good mix of class roles in the party, or are they unbalanced in some fashion (lacking a leader, have three leaders, mostly defenders with low damage output, mostly strikers with high damage output)? Do they generally find LFR adventures, particularly the other Paragon tier adventures they've played, to be too easy, too hard, or about right? What level of difficulty do they want in the combat encounters ("take it easy on us," "bring it on," or somewhere in between)?

As always, we trust you to use good judgment and give the players a fun, but fair, level of challenge.

ADVENTURE BACKGROUND

When she was alive, the Ice Queen Iyraclea was one of the goddess Auril's most powerful servants. As a Chosen of the Frostmaiden, Iyraclea wielded a small portion of the goddess's power, and she used it for very evil ends. From her icewrought palace atop the Great Glacier, Iyraclea amassed an army of monsters and undead to threaten the entire Bloodstone region. When Iyraclea was finally slain, Auril preserved her as an exarch. As her focus shifted to matters of the Astral Sea, Iyraclea's influence on the world waned (as did the Great Glacier itself, which has been slowly melting ever since).

In the decades since the retreat of the Great Glacier, giants have migrated back in increasing numbers. A new generation of titan lords has reestablished the realm of Kultaakarr, founding their provisional capital in the excavated ruins of Baunilorotha. The Warlock Knights claim this land for Vaasa, but they have yet to challenge the giants directly. The giants' exploration of the Great Glacier has led them in the direction of Iyraclea's abandoned palace.

What the giants do not know is that while she was still alive, Iyraclea had stolen an artifact belonging to the Witch-King Zhengyi and hidden it away in her tower. After her death, the artifact slowly began gathering its power. It could afford to be patient. Some years later, an angel of vengeance named Zaol came to explore the ruins of Iyraclea's palace, seeking to gather information from her mortal life that might be useful to his divine patron. The artifact subverted the angel's will, turning him into its guardian (and transforming him into an angel of torment). The artifact is no longer satisfied to remain hidden, however. It has decided that the time is right for it to return to the world. An abyssal plague is brewing and the artifact does not want to miss the fun.

So far, the artifact has lured a frost giant chieftain, who is currently exploring the Great Glacier with a small number of his tribe members, in search of Iyraclea's palace. The Warlock Knights and Banites have

also heard the artifact's call, and sent an expedition of their own. This force encountered the giants, and the giants prevailed. Thus, for the moment, the Warlock Knights have no allies in the region of the Great Glacier, but this situation will not last for long.

One more person has learned about the artifact's existence. His name is Yazeth Cobb and he is a powerful cleric of Amaunator. Yazeth learned about the artifact because of information gathered by a group of adventurers who recently returned from a mission elsewhere in Vaasa (this was the subject of SPEC2-2 P1 *Tyranny's Bleak Depths*). Yazeth knows that the artifact must be destroyed before it can fall into the hands of either the frost giants or the alliance of Banites and Warlock Knights. Either of these groups would use the power of the Witch-King's legacy to wreak havoc.

Note: This adventure does not draw on any material from the novel *Promise of the Witch-King* by R.A. Salvatore. The novel is set in the pre-Spellplague era, and trying to reference its events in these adventures would only complicate the background without really changing the details of the adventures. This adventure requires no background information other than what is found in the *Forgotten Realms Campaign Guide* (see the Appendix: Legends & Lore). However, the book is a good read!

DM'S INTRODUCTION

In this adventure, the PCs are recruited by Yazeth Cobb, a patron for whom many of them have likely worked in the past. Yazeth shares the information that he has learned about the Zhengyian artifact. It is somewhere within the frozen ruins of the Ice Queen's former palace, deep within the Great Glacier at the top of the world. Yazeth knows that the Warlock Knight - Banite alliance has already sent an armed company to the Great Glacier in hopes of recovering the artifact, but he does not know what fate has befallen them. He also does not know about the presence of the frost giants, or the corrupted angel. Thus, although Yazeth will be able to point the PCs in the right direction, they are in for a few surprises along the way.

Introduction (Roleplaying): The PCs meet with Yazeth Cobb, who has established a temporary base of operations in Damara, across the Bloodstone Pass from Vaasa. He asks them to travel to the Great Glacier and provides them with magical transportation. Their goal is to find and recover the Zhengyian artifact.

Encounter 1 (Exploration): The PCs reach the Great Glacier and begin their explorations. They quickly find signs of a battle and learn the fate of the Warlock

Knights' expedition. This means that the PCs still have a chance to be the first ones to reach the artifact.

Encounter 2 (Combat): Not long after discovering the slaughtered explorers, the PCs encounter the frost giants. This is a multi-phase battle in which the PCs battle two waves of giants, culminating in a duel with a mighty frost titan summoned by the giant chieftain.

Encounter 3 (Exploration and Roleplaying): The giants had not yet reached Iyraclea's palace, and the PCs don't know exactly where it is. The Great Glacier is retreating, but this process has many thousands of years before it will be completed. The icy wasteland stretches for hundreds of miles in all directions. Fortunately, the PCs are able to sense the arcane emanations coming from the artifact and get their bearings. What they might not realize is that the artifact is deliberately trying to lure them in.

Encounter 4 (Combat / Skill Challenge): Following the artifact's emanations, the PCs reach the ruins of Iyraclea's ice palace. However, the Frostmaiden's exarch does not want the PCs to recover the artifact. (She might have a personal vendetta against some or all of them, if they played SPEC2-2 P1 *Tyranny's Bleak Depths* and earned the appropriate story award.)

Iyraclea sends a magical winter storm to strike the PCs, attempting to drive them away from her palace. Undead boneclaws and winter hags attack, but this is not presented as a combat encounter. Rather, it is a skill challenge in which the PCs must fight a running battle while also overcoming the storm and making their way through the ruins to the location of the artifact.

Encounter 5 (Combat): Breaking free of the unnatural storm, the PCs see the last intact tower of the palace looming above them. The artifact's aura is extremely strong now. The PCs cannot simply walk up and take it, however. The fallen angel Zaol guards the artifact with his life, supported by a pack of winter wolves and several rageborn frosthurlers.

Encounter 6 (Roleplaying / Skill Challenge): With the guardians defeated, the PCs enter the tower and discover the artifact. It attempts to dominate them and make them its slaves, but with strength of will and their own powers, the PCs may resist and force the artifact into an inert state so that they can take it back to Yazeth Cobb.

Conclusion: With the artifact temporarily subdued, the PCs return to Yazeth. He is relieved that they were able to get it before the Warlock Knights and Banites. He promises to keep the artifact under powerful divine wards of Amaunator while his sages research the item and figure out how to destroy it. Since it came from the Witch-King Zhengyi, the most likely scenario is that the PCs will need to take it to Zhengyi's former stronghold

of Castle Perilous. (This is a lead-in to SPEC2-2 P3, *Tyranny's Perilous Bastion*, which the PCs can play when they reach the appropriate level.)

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You have responded to a request from Yazeth Cobb, Elturgardan cleric of Amaunator and frequent patron of adventuring companies. He has asked you to come to the northern frontier land of Damara.

Check to see which of the PCs participated in the adventure SPEC2-2 P1 *Tyranny's Bleak Depths* and which story awards they earned. This adventure is set chronologically after the previous adventure. Allow everyone to introduce their characters. Yazeth explains why he has asked the PCs to come. There are rumors of an alliance building between the Council of Blades in Mulmaster and a faction of Banite Warlock Knights of Vaasa. The two groups worked together to try and recover a lost treasure from a mine called the Delhalls, but Yazeth was able to get a group of adventurers there in time, and the Banites were thwarted.

In the course of this investigation (detailed in SPEC2-2 P1) the PCs discovered information suggesting that the Ice Queen Iyraclea had stolen a powerful artifact from the Zhengyi the Witch-King and hidden it in her frozen palace deep within the Great Glacier. Yazeth's sources tell him that the two factions have once again combined forces and are sending an expedition into the Great Glacier to try and find Iyraclea's palace and recover the artifact. Yazeth is afraid that if the Banites get their hands on a powerful relic of the Witch-King, it will further cement their alliance and portend evil for both the Moonsea region and for Damara. He wants the PCs to get there first, find the artifact, and bring it back to him so that he can determine what to do with it (and hopefully how to destroy it).

Refer to the Adventure Background, DM's Introduction, and Appendix: Legends and Lore to set the scene for the players. Yazeth attempts to answer any questions the PCs may have, and they might wish to use rituals to gather more information. Yazeth does not know anything about the artifact itself - what it looks like, what its powers are, and so forth. However, if it belonged to Zhengyi, then it is likely associated with Orcus and the demonic Abyss in some fashion, making it extremely dangerous.

Yazeth provides Linked Portal access for the PCs to reach an abandoned teleportation circle near the edge of the Great Glacier. He warns the PCs to prepare for an

unnaturally, magically cold environment. Proceed to Encounter 1 when everyone is ready.

OPTIONAL MATERIALS

There are some optional materials that you might use when presenting this adventure: a double-sided poster map from an out-of-print 3rd Edition D&D product, and the My Realms P2 adventure packet. This section contains notes about how you might take advantage of each of these options, should you have the opportunity and inclination to do so.

POSTER MAP: THE FROSTFELL RIFT

The combat encounters in this adventure were envisioned using the double-sided poster map from the 3rd Edition product *Fantastic Locations: The Frostfell Rift* by Wizards of the Coast (ISBN 0786941693). This product was published in 2006 and is out of print, so the actual maps provided in the adventure are recreations of the two sides of the poster map, designed using Dungeon Tiles.

If you have the original poster map for Frostfell Rift, I encourage you to use it, but you absolutely do not need to have the poster map to run this adventure. If you don't have the poster map, you might want to draw the maps on battle mats or poster paper rather than trying to construct the area using physical Dungeon Tiles, because these encounter maps are both larger and more complicated than those in a typical *Living Forgotten Realms* adventure.

EXTENDING THE ADVENTURE VIA MY REALMS

If you are running this adventure for a home play group, and there is interest in expanding the length of this adventure, you could combine the My Realms P2 package with this adventure. The most seamless way to do this would be to intersperse encounters of your own devising (using the My Realms XP budget) with the encounters detailed in the adventure. Here are some suggestions for areas where this adventure could be expanded:

- The PCs could have more encounters with monsters such as boneclaws and winter hags as they journey across the Great Glacier in search of Iyraclea's palace
- You could introduce some additional complications within Vaasa itself as the PCs journey to or from the Great Glacier, such as an encounter with soldiers loyal to the Warlock Knights and Banites (perhaps the PCs fight the other expedition instead of simply discovering their dead bodies).

- The ruins of Iyraclea's palace could easily form an adventure site unto themselves. All sorts of cold-themed creatures might have taken up residence since the departure of the Ice Queen, or the PCs could encounter additional guardians that have been patiently awaiting their mistress's return.

ENCOUNTER 1: SECOND PLACE

SETUP

The PCs journey to the edge of the Great Glacier and begin their search. They discover the tracks of a group of booted humanoids in heavy armor. (If one of the PCs is a tracking specialist, this is a good opportunity to allow that character to shine, but the size of the group is large enough that the PCs don't really need to make skill checks to follow the tracks.)

Following these tracks, the PCs come to the site of a battle. The Warlock Knights sent a small company into the glacier to search for the Ice Queen's palace and the artifact, but the expedition encountered the frost giants instead.

The southern edge of the Great Glacier shows obvious signs of melting. Since the Ice Queen's death, her magic has faded from the world in most places, and the glacier is slowly but surely retreating, bit by bit. A muddy bog is all that remains for miles that were once entombed in ice. Small streams of melted runoff splash across the landscape.

As you progress northward, the temperature drops, and you encounter more frequent areas of snow and ice. Finally you reach the invisible but palpable boundary where the bog ends and the true glacier begins. From here on out you will trudge through the frozen wasteland of the glacier itself.

Get a marching order for the PCs (which will be useful in the next encounter). Also find out what they are using to resist the mundane effects of the cold weather (the Endure Elements ritual is an obvious choice, but by mid-Paragon, the PCs may have all sorts of options, including innate cold resistance). PCs with vulnerability to cold (such as from a particular story award) find that the winds are extra bitter and chilly for them.

If anyone tries to scout aerially, they suffer the effects of turbulent winds described under Features of the Area in Encounter 2 should they try to fly more than 20 feet high.

After an hour, the PCs discover signs of a pitched battle. The characters may make Perception checks to search for bodies and other evidence of what happened here. There are about a dozen human and dwarven bodies scattered across the bloody snow. The humans are clad in plate mail while the dwarves look to have been their attendants. Two of the humans bear holy symbols of Bane and do not look like natives of Vaasa (they are from Mulmaster). All of the bodies show signs of having been chopped apart with giant axes and frozen

by elemental cold. The PCs can make Knowledge checks to confirm what they will likely assume anyway, which is that a tribe of frost giants is in the area.

Searching the bodies, the PCs get the impression that none of these are actual Warlock Knights (they do not seem to have enough ironfell equipment, and their iron rings look only like focus items for the Pact of the Iron Ring rather than magic items in their own right). This group was sent by the Warlock Knights, but they were overconfident and did not send a powerful enough force. This might mean that the PCs are now in the lead in the race to recover the artifact ... except, of course, for the frost giants.

ENDING THE ENCOUNTER

The PCs are now warned about the danger that lies ahead. If they want to take precautions, they may. When everyone is ready, proceed to Encounter 2.

If the PCs decide that they would rather avoid a potential confrontation by going in a different direction from the direction the tracks are going, they may do so. Have them make Nature and Perception skill checks (DC 18/20) to navigate their way across the Great Glacier. In this case, run Encounter 3 before Encounter 2. The PCs make their way into the icy depths of the Great Glacier and then encounter the artifact's emanations, which they must follow if they want to find Iyraclea's palace. The artifact decides to pit its potential champions against one another, and leads them to the frost giants and Encounter 2 before leading them to the palace and Encounter 4. The adventure works out the same way in either case, but the players will feel like they had a bit more control, and that's never a bad thing. To get the treasure from this encounter, the PCs can either discover the slaughtered expedition on their way home, or one of the giants can carry the *champion's symbol*, having claimed it as the spoils of victory after the earlier battle. Perhaps when the PCs encounter the giants, they are enjoying a tasty meal of dead soldiers and Banites...

EXPERIENCE POINTS

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

TREASURE

One of the dead Banites carries a *champion's symbol* +3 (low-level only) or a *champion's symbol* +4 (high-level only).

ENCOUNTER 2: FROST GIANTS

ENCOUNTER LEVEL 17/19 (9600/13600 XP)

SETUP

This encounter includes the following creatures at the low tier:

Wave 1

3 frost giants (level 14) (G)

1 frost giant ice shaper (level 14) (I)

Wave 2

2 frost giant berserkers (level 14) (B)

1 frost giant chieftain (level 15) (C)

Wave 3

1 frost titan (level 15) (T)

This encounter includes the following creatures the high tier:

Wave 1

3 frost giants (level 16) (G)

1 frost giant ice shaper (level 17) (I)

Wave 2

2 frost giant berserkers (B)

1 frost giant chieftain (level 17) (C)

Wave 3

1 frost titan (level 17) (T)

After trekking past the melting outskirts of the Great Glacier, the PCs find the ice growing thicker and stronger beneath their feet. The glacier's decline may be inevitable, but it will not be gone for many hundreds if not thousands of years.

The PCs soon learn exactly what happened to the Warlock Knights' scouting party, as they catch up with the frost giants. The giants' chieftain is following the artifact's call and is not interested in any competition for the prize.

You are well beyond the edges of the Great Glacier now, and any sign that the massive ice shelf is melting or receding is long gone. The weather is bitterly cold. Vicious downdrafts scour you with hail and ice. The footing is treacherous, as any step could reveal a patch of slippery black ice or break through the top crust to reveal a yawning chasm beneath.

Ahead, the trail splits into a series of narrow stone bridges. Steep cliffs offer the promise of a nasty fall and a hard landing for anyone who tumbles over the edge. Although it's difficult to make out any details through the driving snow, you see a number of giant-sized

figures standing on the stone outcroppings. They seem to have established a defensible position.

Although visibility is reduced by the storm, the frost giants are Large size and untrained in Stealth, so they have no hope of surprising the PCs. It is not out of the question that the PCs might surprise the giants, depending on what resources they have available for moving up unseen. The giants are on alert, however, having recently dispatched another group of intruders (whose bodies the PCs may have already discovered).

Place the first wave of frost giants on the battle map, and then allow the players to set up their miniatures in the start area on the left-hand side of the map. If none of the PCs are attempting to be stealthy, then all the PCs should be placed on the map now; if some PCs are attempting to sneak up and others are staying back, only place the miniatures for the party members who are sneaking up. The other PCs are one round "off the map" and will need to spend their first turn moving up to join their fellows.

When the giants notice the first PC, they raise their icy greataxes and roar a challenge. Roll initiative and begin the battle with Wave 1.

This encounter develops over the course of three waves. The first wave consists of the giants' rear guard, as the PCs have caught up with them from behind. Almost immediately after the PCs engage this first group, reinforcements respond to the sounds of battle. The third and final wave is a mighty frost titan, summoned by the frost giant chieftain. (See "Running the Battle" for full details on the timing of each wave.)

FEATURES OF THE AREA

See the "Terrain Features" section for important details. General conditions for this encounter include:

Illumination: The area is brightly lit by the sun.

Flying Creatures: This encounter takes place outdoors, so there is no ceiling. However, strong winds blowing off the Great Glacier make things difficult for flying creatures. Any creature that flies at a height above 20 feet (4 squares) must treat all squares as difficult terrain. Short flights are possible, but trying to stay aloft is very difficult. Any flying creature that ends its turn more than 4 squares in the air is buffeted by the powerful winds. The mount takes 15 damage and slides 1d6 squares in a random direction, and must succeed on a DC 20 Endurance check or stall (be forced to land).

TACTICS

In the first phase of the battle, the PCs face frost giants and an ice shaper. The frost giants use *chilling strike*

followed by icy *greataxe*. They only resort to their handaxes if there are flying PCs or PCs who find a way to put themselves in a position where the giants cannot reach them with melee attacks.

The ice shaper uses *wall of frost* to split the party and force PCs who might prefer to attack from range to come forward (since the wall blocks line of sight). The shaper then focuses on helping the frost giants by immobilizing PCs with *freezing bolt*. The shaper activates *ice armor* on a nearby ally each turn it recharges.

When the second wave of giants arrives, the frost giant berserkers plunge into the fray with *storm charge*. They use *giant stride* to set themselves up for *primordial rage*, making sure to wait until they have the opportunity to use all three attacks. After that, they use *freezing greataxe* unless the opportunity presents itself for another *storm charge*.

The frost giant chieftain uses *grip of winter* to force PCs at the back rank to move forward (it's probably not worth 15 damage a round to stay put). The chieftain creates a *pillar of ice* if doing so will enable his allies to gain combat advantage. Otherwise, he uses *eye of the storm*, making every effort to stay out of melee.

When first bloodied, the chieftain summons the frost titan, and the final phase of the battle begins. Read the following:

The frost giant chieftain screams a prayer to Auril. It seems that the Frostmaiden is listening, or perhaps it is her exarch Iyraclea who answers the call. The two pillars of ice glow brightly, and a line of crackling blue energy stretches between them as runes of blue energy appear in the snow.

When the titan arrives one round later, read:

A huge figure rises from the ice, its two-handed axe easily as large as a goliath's body. The frost titan roars a challenge and the entire Great Glacier seems to rumble in response.

The frost titan uses *blast of winter* as soon as he can catch a large number of PCs. He typically uses a combination of icy *greataxe* and *cold-blooded kick* to maximize his damage output, but he can resort to *ice bolts* if there are too many PCs flying around or attacking him at range.

GLORY TIER

If the players have asked for an additional challenge, you can consider using some or all of the following adjustments:

- Allow the frost giants to ignore the first 10 points of cold resistance with their attacks.
- If ignoring the first 10 points of cold resistance isn't enough, switch the giants' damage

expressions so that dice are regular damage, and static numbers are cold damage (e.g. 2d12 + 12 cold damage would become 2d12 damage + 12 cold damage).

- Give the frost giant berserkers 2d12 bonus damage on a critical hit with their *freezing greataxe* attack.
- Allow whichever frost giant is under the effect of the shaper's *ice armor* to score critical hits on a roll of 19-20.
- Give some or all of the important monsters temporary hit points equal to their bloodied value (the ice shaper, the chieftain, and the frost titan). These monsters should be strong enough to withstand at least a round or two of focused fire from the PCs – especially the frost titan.
- Recharge the frost titan's *blast of winter* when first bloodied.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present. Note that these changes are not cumulative.

Four PCs (normal table): Remove a frost giant from wave 1. Also, delay wave 2's monsters by at least one round (so they show up on the third round instead of the second round).

Four PCs (strong table) or Five PCs (Normal Table): No changes; run as written, but consider delaying wave 2 by one round if the PCs do not clean out most of the first wave of giants quickly.

Five PCs (strong table) or Six PCs (normal table): Add another frost giant to wave 1.

Six PCs (strong table): Add another frost giant to wave 1, and add another frost giant berserker to wave 2.

ENDING THE ENCOUNTER

Having defeated the giants, the PCs are now the only remaining group seeking the artifact. However, the Great Glacier is huge, and the PCs have no idea where to go. They need some help to get their bearings. Proceed to Encounter 3.

EXPERIENCE POINTS

The characters receive 1920 / 2720 XP each for defeating the frost giants.

TREASURE

The ice shaper carries a *wyrmtooth dagger* +4. The chieftain wears a *watchful spirit totem* +4. The frost giant titan has sapphires embedded in his flesh worth 1040/3000 gold pieces per PC.

ENCOUNTER 2: "FROST GIANTS" (LOW LEVEL)

Frost Giant (Level 14)	Level 14 Brute
Large elemental humanoid (cold, giant)	XP 1,000
HP 171; Bloodied 85	Initiative +10
AC 26, Fortitude 29, Reflex 24, Will 25	Perception +12
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icebound Footing	
When an effect pulls, pushes, or slides the giant, it moves 2 squares less than the effect specifies. In addition, the giant can make a saving throw to avoid being knocked prone.	
STANDARD ACTIONS	
M Icy Greataxe (cold, weapon) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 4d6 + 12 cold damage (crit 8d6 + 36 cold damage)	
M Chilling Strike (cold, weapon) • Recharge 5 6	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 2d6 + 12 cold damage, and the target gains vulnerable 10 cold (save ends).	
R Icy Handaxe (cold, weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +19 vs. AC	
Hit: 2d8 + 7 cold damage.	
TRIGGERED ACTIONS	
M Dying Swipe	
Trigger: The giant drops to 0 hit points.	
Effect (Free Action): The giant makes an icy greataxe attack.	
Skills Athletics +18	
Str 23 (+13)	Dex 16 (+10) Wis 20 (+12)
Con 21 (+12)	Int 10 (+7) Cha 12 (+8)
Alignment evil Languages Giant	
Equipment hide armor, greataxe, 3 handaxes	

Notes: *Monster Manual 2*, updated to reflect MM3 brute attack/defense and damage guidelines

Frost Giant Ice Shaper (Level 14)	Level 14 Controller (Leader)
Large elemental humanoid (cold, giant)	XP 1,000
HP 142; Bloodied 71	Initiative +10
AC 27, Fortitude 27, Reflex 24, Will 28	Perception +14
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icebound Footing	
When an effect pulls, pushes, or slides the ice shaper, it moves 2 squares less than the effect specifies. In addition, the ice shaper can make a saving throw to avoid being knocked prone.	
STANDARD ACTIONS	
M Freezing Flail (cold, weapon) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 2d12 + 12 cold damage.	
R Freezing Bolt (cold) • At-Will	
Attack: Ranged 20 (one creature); +17 vs. Reflex	
Hit: 2d12 + 4 cold damage, and the target is immobilized (save ends).	
A Wall of Frost (cold, conjuration) • Recharge 6	
Attack: Area wall 12 within 10	
Effect: The ice shaper conjures a wall of swirling snow that lasts until the end of the ice shaper's next turn. The wall is 6 squares high and blocks line of sight. The wall's space is lightly obscured and is difficult terrain. A creature that starts its turn adjacent to the wall takes 5 cold damage, and a creature that enters a square of the wall or starts its turn there takes 15 cold damage.	
Sustain Minor: The wall persists.	
Ice Armor • Recharge 5 6	
Effect: One ally within 10 squares of the ice shaper gains resist 10 to all damage until the end of the ice shaper's next turn.	
MINOR ACTIONS	
R Ice Slide • At-Will (1/round)	
Attack: Ranged 10 (one creature); +17 vs. Fortitude	
Hit: The ice shaper slides the target 3 squares.	
Skills Arcana +12, Heal +19, Intimidate +18	
Str 21 (+12)	Dex 16 (+10) Wis 25 (+14)
Con 22 (+13)	Int 10 (+7) Cha 22 (+13)
Alignment evil Languages Giant, Primordial	
Equipment chainmail, flail	

Notes: *Monster Manual 2*, with slight updates to better reflect MM3 damage guidelines

Frost Giant Berserker (Level 14)	Level 14 Skirmisher
Large elemental humanoid (cold, giant)	XP 1,000
HP 141; Bloodied 70	Initiative +16
AC 28, Fortitude 24, Reflex 27, Will 26	Perception +13
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icebound Footing	
When an effect pulls, pushes, or slides the berserker, it moves 2 squares less than the effect specifies. In addition, the berserker can make a saving throw to avoid being knocked prone.	
STANDARD ACTIONS	
m Freezing Greataxe (cold, weapon) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 1d12 + 8 damage plus 2d6 cold damage.	
M Storm Charge (cold, weapon) • At-Will	
Effect: The berserker charges without provoking opportunity attacks and makes the following attack in place of a melee basic attack.	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 2d12 + 10 damage.	
M Primordial Rage • Encounter	
Effect: The berserker shifts its speed and uses <i>freezing greataxe</i> three times during the shift, making each attack against a different target.	
MOVE ACTIONS	
Giant Stride • Recharge 4 5 6	
Effect: The berserker shifts 6 squares and can move through enemies' spaces during the shift.	
Skills Athletics +19	
Str 19 (+11)	Dex 25 (+14)
Con 21 (+12)	Int 15 (+9)
	Wis 22 (+13)
	Cha 16 (+10)
Alignment evil	
Languages Giant	
Equipment hide armor, greataxe	

Notes: Monster Manual 3

Frost Giant Chieftain (Level 15)	Level 15 Controller
Large elemental humanoid (cold, giant)	XP 1,200
HP 150; Bloodied 75	Initiative +12
AC 29, Fortitude 28, Reflex 24, Will 25	Perception +11
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
o 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 being knocked prone.	
STANDARD ACTIONS	
m Icy Greataxe (cold, weapon) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 2d12 cold damage.	
r Eye of the Storm (cold) • At-Will	
Attack: Ranged 5 (one creature); +18 vs. Reflex	
Hit: 2d8 + 4 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)
Con 22 (+16)	Int 15 (+12)
	Wis 18 (+14)
	Cha 23 (+16)
Alignment evil	
Languages Giant, Primordial	
Equipment hide armor, greataxe	

Notes: Monster Manual 3

Frost Titan (Level 15)		Level 15 Elite Brute
Huge elemental humanoid (cold, giant)		XP 2,400
HP 366; Bloodied 183		Initiative +11
AC 27, Fortitude 29, Reflex 25, Will 28		Perception +12
Speed 8 (ice walk)		
Resist 15 cold		
Saving Throws +2; Action Points 1		
TRAITS		
O Fimbulwinter Breath (cold) • Aura 2		
Enemies treat the aura's area as difficult terrain. Each enemy that starts its turn within the aura takes 5 cold damage.		
Glacial Footing		
When an effect pulls, pushes, or slides the titan, it moves 4 squares less than the effect specifies. In addition, the titan can make a saving throw to avoid being knocked prone.		
STANDARD ACTIONS		
m Icy Greataxe (cold, weapon) • At-Will		
Attack: Melee 3 (one creature); +20 vs. AC		
Hit: 4d6 + 16 cold damage (crit 8d6 + 40 cold damage) and ongoing 10 cold damage (save ends).		
R Ice Bolts (cold) • Recharge 5 6		
Attack: Ranged 20 (one or two creatures); +18 vs. Fortitude		
Hit: 2d8 + 8 cold damage, and the target is slowed (save ends).		
C Blast of Winter (cold) • Encounter		
Attack: Close blast 5 (creatures in blast); +18 vs. Reflex		
Hit: 3d8 + 3 cold damage, ongoing 10 cold damage (save ends), and the target is immobilized until the end of the titan's next turn.		
Miss: Half damage.		
MINOR ACTIONS		
M Cold-Blooded Kick • At-Will (1/round)		
Attack: Melee 3 (one creature); +18 vs. Reflex		
Hit: 2d8 + 8 damage, and the target is pushed 2 squares and knocked prone.		
TRIGGERED ACTIONS		
M Furious Swipe		
Trigger: The titan is first bloodied, or the titan drops to 0 hit points.		
Effect (Free Action): The titan makes an <i>icy greataxe</i> attack.		
Skills Athletics +21		
Str 28 (+16)	Dex 19 (+11)	Wis 23 (+13)
Con 23 (+13)	Int 12 (+8)	Cha 16 (+10)
Alignment evil		Languages Giant, Primordial
Equipment greataxe		

Notes: *Monster Manual 2*, updated to reflect MM3 brute attack/defense and damage guidelines

ENCOUNTER 2: "FROST GIANTS" (HIGH LEVEL)

Frost Giant (Level 16)	Level 16 Brute
Large elemental humanoid (cold, giant)	XP 1,400
HP 191; Bloodied 95	Initiative +11
AC 28, Fortitude 31, Reflex 26, Will 27	Perception +13
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icebound Footing	
When an effect pulls, pushes, or slides the giant, it moves 2 squares less than the effect specifies. In addition, the giant can make a saving throw to avoid being knocked prone.	
STANDARD ACTIONS	
M Icy Greataxe (cold, weapon) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 4d6 + 14 cold damage (crit 8d6 + 38 cold damage)	
M Chilling Strike (cold, weapon) • Recharge 5 6	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 2d6 + 14 cold damage, and the target gains vulnerable 10 cold (save ends).	
R Icy Handaxe (cold, weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +21 vs. AC	
Hit: 3d6 + 8 cold damage.	
TRIGGERED ACTIONS	
M Dying Swipe	
Trigger: The giant drops to 0 hit points.	
Effect (Free Action): The giant makes an icy greataxe attack.	
Skills Athletics +19	
Str 23 (+14)	Dex 16 (+11) Wis 20 (+13)
Con 21 (+13)	Int 10 (+8) Cha 12 (+9)
Alignment evil Languages Giant	
Equipment hide armor, greataxe, 3 handaxes	

Notes: *Monster Manual 2*, updated to reflect MM3 brute attack/defense and damage guidelines

Frost Giant Ice Shaper (Level 17)	Level 17 Controller (Leader)
Large elemental humanoid (cold, giant)	XP 1,600
HP 166; Bloodied 83	Initiative +11
AC 30, Fortitude 30, Reflex 27, Will 31	Perception +15
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icebound Footing	
When an effect pulls, pushes, or slides the ice shaper, it moves 2 squares less than the effect specifies. In addition, the ice shaper can make a saving throw to avoid being knocked prone.	
STANDARD ACTIONS	
M Freezing Flail (cold, weapon) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 2d12 + 15 cold damage.	
R Freezing Bolt (cold) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. Reflex	
Hit: 2d12 + 7 cold damage, and the target is immobilized (save ends).	
A Wall of Frost (cold, conjuration) • Recharge 6	
Attack: Area wall 12 within 10	
Effect: The ice shaper conjures a wall of swirling snow that lasts until the end of the ice shaper's next turn. The wall is 6 squares high and blocks line of sight. The wall's space is lightly obscured and is difficult terrain. A creature that starts its turn adjacent to the wall takes 5 cold damage, and a creature that enters a square of the wall or starts its turn there takes 15 cold damage.	
Sustain Minor: The wall persists.	
Ice Armor • Recharge 5 6	
Effect: One ally within 10 squares of the ice shaper gains resist 10 to all damage until the end of the ice shaper's next turn.	
MINOR ACTIONS	
R Ice Slide • At-Will (1/round)	
Attack: Ranged 10 (one creature); +19 vs. Fortitude	
Hit: The ice shaper slides the target 3 squares.	
Skills Arcana +13, Heal +20, Intimidate +19	
Str 21 (+13)	Dex 16 (+11) Wis 25 (+15)
Con 22 (+14)	Int 10 (+8) Cha 22 (+14)
Alignment evil Languages Giant, Primordial	
Equipment chainmail, flail	

Notes: *Monster Manual 2*, with slight updates to better reflect MM3 damage guidelines

Frost Giant Berserker	Level 16 Skirmisher
Large elemental humanoid (cold, giant)	XP 1,400
HP 157; Bloodied 78	Initiative +17
AC 30, Fortitude 26, Reflex 29, Will 28	Perception +14
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icebound Footing	
When an effect pulls, pushes, or slides the berserker, it moves 2 squares less than the effect specifies. In addition, the berserker can make a saving throw to avoid being knocked prone.	
STANDARD ACTIONS	
m Freezing Greataxe (cold, weapon) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 1d12 + 10 damage plus 2d6 cold damage.	
M Storm Charge (cold, weapon) • At-Will	
Effect: The berserker charges without provoking opportunity attacks and makes the following attack in place of a melee basic attack.	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 2d12 + 12 damage.	
M Primordial Rage • Encounter	
Effect: The berserker shifts its speed and uses <i>freezing greataxe</i> three times during the shift, making each attack against a different target.	
MOVE ACTIONS	
Giant Stride • Recharge 4 5 6	
Effect: The berserker shifts 6 squares and can move through enemies' spaces during the shift.	
Skills Athletics +20	
Str 19 (+12)	Dex 25 (+15) Wis 22 (+14)
Con 21 (+13)	Int 15 (+10) Cha 16 (+11)
Alignment evil Languages Giant	
Equipment hide armor, greataxe	

Notes: Monster Manual 3

Frost Giant Chieftain (Level 17)	Level 17 Controller
Large elemental humanoid (cold, giant)	XP 1,600
HP 166; Bloodied 83	Initiative +13
AC 31, Fortitude 30, Reflex 26, Will 27	Perception +12
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
o 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 being knocked prone.	
STANDARD ACTIONS	
m Icy Greataxe (cold, weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 2d12 + 2 cold damage.	
r Eye of the Storm (cold) • At-Will	
Attack: Ranged 5 (one creature); +20 vs. Reflex	
Hit: 2d8 + 6 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 +23, Intimidate +22	
Str 25 (+18)	Dex 20 (+16) Wis 18 (+15)
Con 22 (+17)	Int 15 (+13) Cha 23 (+17)
Alignment evil Languages Giant, Primordial	
Equipment hide armor, greataxe	

Notes: Monster Manual 3

Frost Titan (Level 17)		Level 17 Elite Brute
Huge elemental humanoid (cold, giant)		XP 3,200
HP 398; Bloodied 199		Initiative +12
AC 29, Fortitude 31, Reflex 27, Will 30		Perception +13
Speed 8 (ice walk)		
Resist 15 cold		
Saving Throws +2; Action Points 1		
TRAITS		
O Fimbulwinter Breath (cold) • Aura 2		
Enemies treat the aura's area as difficult terrain. Each enemy that starts its turn within the aura takes 5 cold damage.		
Glacial Footing		
When an effect pulls, pushes, or slides the titan, it moves 4 squares less than the effect specifies. In addition, the titan can make a saving throw to avoid being knocked prone.		
STANDARD ACTIONS		
m Icy Greataxe (cold, weapon) • At-Will		
Attack: Melee 3 (one creature); +22 vs. AC		
Hit: 4d8 + 16 cold damage (crit 8d8 + 48 cold damage) and ongoing 10 cold damage (save ends).		
R Ice Bolts (cold) • Recharge 5 6		
Attack: Ranged 20 (one or two creatures); +18 vs. Fortitude		
Hit: 3d8 + 12 cold damage, and the target is slowed (save ends).		
C Blast of Winter (cold) • Encounter		
Attack: Close blast 5 (creatures in blast); +18 vs. Reflex		
Hit: 3d8 + 5 cold damage, ongoing 10 cold damage (save ends), and the target is immobilized until the end of the titan's next turn.		
Miss: Half damage.		
MINOR ACTIONS		
M Cold-Blooded Kick • At-Will (1/round)		
Attack: Melee 3 (one creature); +18 vs. Reflex		
Hit: 3d6 + 9 damage, and the target is pushed 2 squares and knocked prone.		
TRIGGERED ACTIONS		
M Furious Swipe		
Trigger: The titan is first bloodied, or the titan drops to 0 hit points.		
Effect (Free Action): The titan makes an <i>icy greataxe</i> attack.		
Skills Athletics +22		
Str 28 (+17)	Dex 19 (+12)	Wis 23 (+14)
Con 23 (+14)	Int 12 (+9)	Cha 16 (+11)
Alignment evil		Languages Giant, Primordial
Equipment greataxe		

Notes: *Monster Manual 2*, updated to reflect MM3 brute attack/defense and damage guidelines

ENCOUNTER 2: "FROST GIANTS" (MAP)

TILE SETS NEEDED

Fantastic Locations: Frostfell Rift (Poster Map) x1 [Dungeon Tiles Recreation]

RUNNING THE BATTLE

This encounter is designed to be fought as a series of waves. The goal is to provide an interesting resource-management challenge for the players since they won't know exactly how many foes they will need to face in total.

The PCs set up the left-hand edge of the map. (On the Frostfell Rift poster map, they can use any or all of the one 4x4 start area and two 2x3 start areas.) The initial wave of giants consists of three frost giants and one ice shaper (assuming 5 PCs). Their starting positions are shown on the map.

SECOND WAVE

On the second round of combat, bring the second wave of giants into the battle. This consists of two frost giant berserkers and one frost giant chieftain. These creatures enter from the right-hand side of the map, using the boxes marked "Start Area A."

The giants make no attempt to conceal themselves, so on the first round of combat (before the giants arrive), the PCs can see them bounding across the frozen landscape headed in the direction of the battle. When you add these new arrivals to the initiative order, put them on the table, but not on the battle map. While the giants are "off the map" in this fashion, assume that they are a further 10 squares away from the right edge of the battle map. The PCs can still target these giants, if they have sufficient range.

On each giant's first turn, it uses a double move (or a move and a charge) to cover the 10-square distance, with 6 additional squares of movement left so that you can move it into the battlefield a bit (all giants have speed 8 and ice walk).

THIRD WAVE

When the chieftain is first bloodied, he cries out to Auril and the two pillars on the map begin glowing. The PCs can make Arcana checks to determine that this is a summoning effect. There is nothing the PCs can do to prevent the summoning. One round later, at the end of the chieftain's next turn, the frost titan appears (acting immediately after the chieftain in the initiative order). The titan appears in the center of the map, roughly equidistant between the two pillars (choose an

appropriate unoccupied area that is large enough to hold the Huge titan). The titan acts immediately and gets a full round of actions on its first turn. Don't spend its action point until at least its second turn, however, to give the PCs a chance to react and reposition themselves in light of this new threat.

Once the titan appears, the giants get a huge boost to their morale, and they fight to the death.

TERRAIN FEATURES

This map has several types of challenging terrain. The frost giants have *ice walk* and so can ignore these effects.

Jagged Ice: Squares marked with a **triangle** are filled with jagged shards of ice. These squares are considered difficult terrain.

Slippery Ice: Squares marked with a tilde (~) are filled with slippery ice. Any character standing in one of these squares that is hit by an attack must make a saving throw or fall prone. (Creatures that normally get a saving throw to avoid falling prone receive a +2 bonus on this saving throw.)

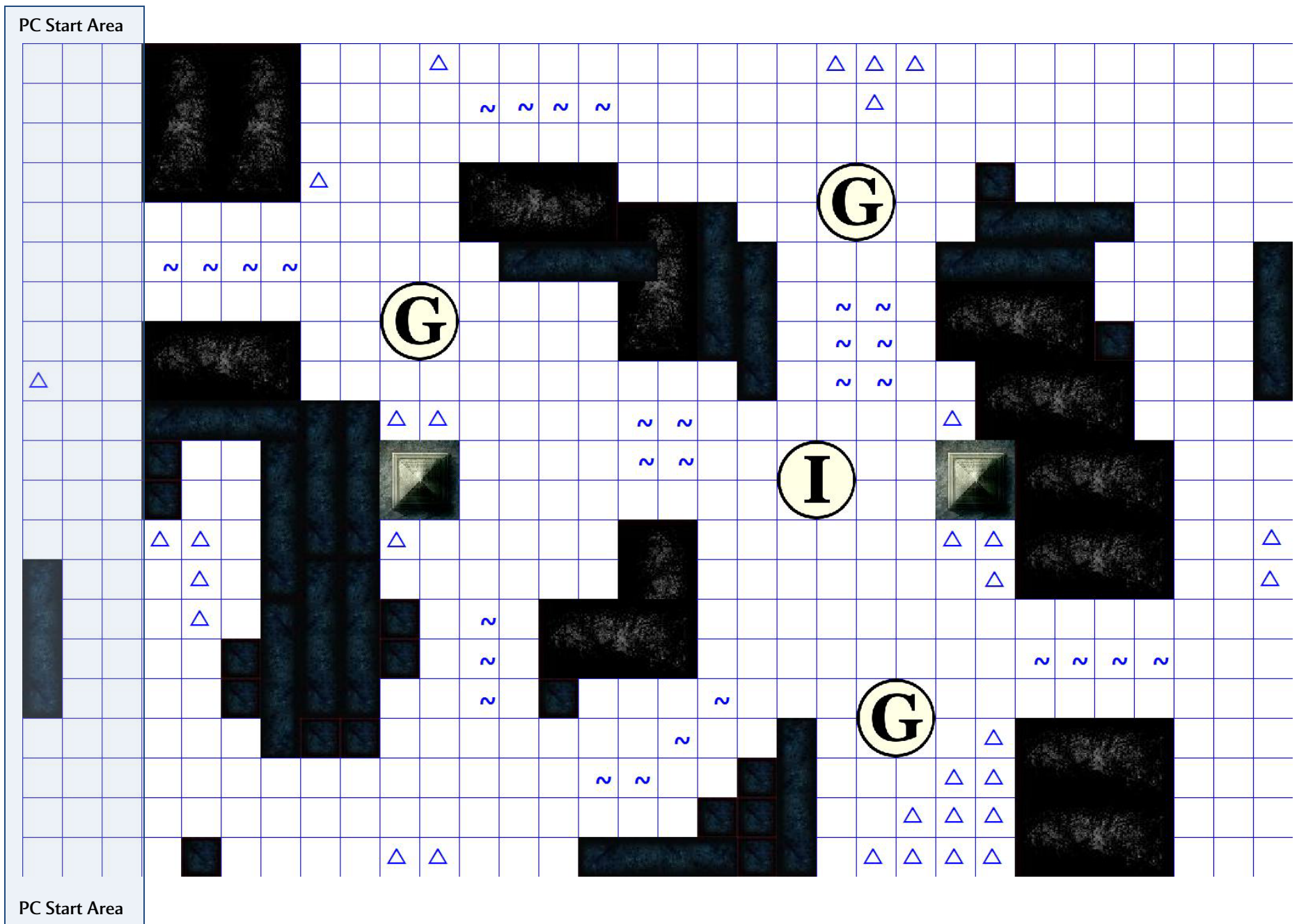
In addition to the areas of jagged and slippery ice, the battle is being fought among many dangerous precipices that dot the Great Glacier.

Pits: The areas shown as pits or cliffs on the map are exactly what they look like. These areas are 40 feet deep (4d10 points of falling damage). Characters can climb the icy walls of these pits with a DC 20 Athletics check.

Remember that the giants have the *icebound footing* ability, which reduces the distance of any forced movement by 2 squares (4 squares for the frost titan) to a minimum of 0 squares. So, it will be tough, but not impossible, for the PCs to send the giants tumbling into the pits.

Finally, the map shows two ice pillars. These are similar to the pillars that the frost giant chieftain can create with his *pillar of ice* ability.

Ice Pillars: The pillars are 10 feet tall and 10 feet wide, are made of solid ice, and block line of sight and line of effect. Any non-cold creature that starts its turn adjacent to one of these pillars is slowed until the start of its next turn. Non-cold creatures adjacent to these pillars grant combat advantage.



ENCOUNTER 3: THE SIGNAL

SETUP

The PCs stand at the edge of the Great Glacier, a trackless wasteland of frozen tundra. They have no real idea which way to go (other than “north”) to find the Ice Queen’s palace. However, the artifact wants to be found, and it has sensed that the PCs are powerful. It reaches out to them and offers a guide line they can follow to reach the palace.

The sheer size and scale of the Great Glacier is daunting. You could search for days, if not weeks, come within a few miles or even a few hundred yards of the Ice Queen’s palace, and never even know you were there. What will you do?

Let the players think about how they might improve their scouting. Flying mounts, powers that allow flight, seeking out high ground, scrying or divination rituals such as Hand of Fate, and so forth.

As they begin to get their bearings and make progress across the glacier, the PC with the lowest Will defense suddenly feels a faint twinge as if something is trying to make contact with his or her mind. It lasts for only a moment, and then vanishes. None of the other PCs felt anything (this is a chance for a quick roleplaying scene as the one character insists that there was something there). This pattern continues; choose a different character each time. The party travels for a few minutes and then someone gets a brief, faint sensation.

Eventually the PCs should decide to stop moving and try to focus on this signal or aura. They can use Arcana checks (DC 25) to scan for the presence of magic, Religion checks (DC 25) to scan for the presence of evil, or Nature checks (DC 25) to scan for a sense of unnatural forces that might be manipulating the glacier or the weather. All of these auras are present, and in a particular direction (northeast of the characters’ current location). Now the characters have a signal, a beacon they can follow, although the identity of their guide is unknown.

The PCs might follow the signal unquestioningly. However, if they wonder about whether they are being led into a trap, allow the next character who makes an Arcana, Religion, or Nature check to also make an Insight check (DC 25). On a success, the character gets a sense that there is definitely some sort of malevolent intelligence behind the signal. Communication with this entity or presence is impossible until the PCs reach the source. Any rituals that the PCs might use to try and gain more information or check the direction of travel

confirm that the auras they are following lead in the direction they need to go in order to accomplish their objective.

ENDING THE ENCOUNTER

The PCs travel for the next few hours across the Great Glacier. They reach the ruined ice palace of Iyraclea just as day is beginning to turn into night. They do not get an extended rest. Proceed to Encounter 4.

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 4: THE ICE QUEEN'S WRATH

**SKILL CHALLENGE LEVEL 15/15,
COMPLEXITY 2 (2400/2400 XP)**

SETUP

As the PCs reach the edge of Iyraclea's ruined palace, they receive a vision of the exarch herself. With Auril's blessing, Iyraclea attempts to deliver both a message and a deadly blow to the interlopers, striking them with a powerful, magical winter storm and sending waves of undead creatures to chase them through the ruins. The PCs must scramble for their lives to escape through the storm while avoiding the attacks of the undead. This is intended to be a cinematic scene that mixes elements of a skill challenge and a combat encounter. As such, use the same DCs for attack rolls and skill checks, and don't try to organize the PCs on a battle map (other than perhaps to get a general indication of where each character is located and what that character is doing; in some scenes, a few PCs might be working on the primary task while the others protect them from the undead and other hazards).

You are strongly encouraged to improvise during this encounter. Feel free to modify the presented scenes or to invent your own new scenes. This is a Paragon tier adventure, so try to avoid tasks where the PCs need to do mundane things. Encourage and allow them to do fantastic things instead. For example, in Scene 2, the PCs can make Athletics checks to clear a collapsed ravine. By this point in their adventuring careers the PCs have made dozens if not hundreds of Athletics checks to move piles of rubble. Try to make this scene worthy of Paragon tier adventurers. These characters have paragon path powers, magic items, powerful innate abilities, and more - find ways for the characters to use the abilities that make them true Paragons rather than just doing the same basic things that they've already done for the last 15 levels of play.

The emanations you have been following for the last few hours are growing stronger and stronger. There is a powerful undercurrent of both magic and evil. Finally, rising up out of the trackless glacier, you see a glittering wall of white ice. You have discovered the ruins of Iyraclea's palace. The palace was made of magically sculpted ice, but most of the buildings and rooms have collapsed. The aura is not precise enough to pinpoint an exact location, so you'll have to search the entire thing

and hope you stumble on the artifact before any more of the local monsters stumble on you.

The PCs can make any additional preparations they want before entering the ruins.

This skill challenge does not track successes and failures in the usual way. Instead, the PCs need to accumulate a certain number of successes in each scene, and until they do, they are subjected to attacks. In each scene, present the tasks and options, and let each player decide what his or her character will do to contribute. Each PC gets to take one action per round (make a skill check, use a power, etc.) All monsters that you present have minion characteristics, which is to say that if the PC makes an attack and hits, it kills the monster, or at least that monster drops out of the pursuit. In a very real sense, the PCs are "fighting" Iyraclea during this entire encounter, so if you imagine the skill challenge as a series of exchanges between the PCs taking actions and Iyraclea taking actions (through the weather, her monsters, the terrain, etc.), that might help you keep the action flowing and keep your descriptions vivid.

SKILL CHALLENGE: STORM CHASED

Goal: The PCs must make their way through the ruins of the ice palace while dodging attacks from the Ice Queen's unnatural storm and her undead servants.

Complexity: 8 (spread over multiple scenes)

DCs for skill checks: 18/20

DCs for attack rolls: 23/25

Adjust each scene for primary skills, use of powers, and whatever else the players want to try that seems reasonable. The goal here is to make this cinematic rather than to get bogged down in the rules. Provided skill checks are just examples, not a comprehensive list of the only things that will work.

SCENE 1: THE STORM

You begin picking your way through the tumbledown ruins of the palace. Amidst the blocks of ice and snow are shattered statues and other remnants of what must once have been magnificent furnishings and beautiful artwork. Everything is well-preserved by the frost, but dangerously fragile.

Above you, dark clouds skate across the sky. They swirl together, forming the vague outline of a woman's face, staring down at you from the heart of a sudden, unnatural winter storm. "Uninvited guests! Let me show you my hospitality!"

A gust of freezing wind heralds the arrival of a terrible blizzard. Visibility drops to nothing as you are pummeled by massive hailstones. The powerful force of the storm appears to be trying to drive you out of the ruins.

All characters must either succeed or be guided on two skill checks to complete this scene. Throughout the scene, Iyraclea taunts them, curses at them, warns them that they will never steal her treasures, threatens the wrath of Auril upon them, their families, their descendents, and so forth. The PCs are powerful mortals, but they are still just mortals. Even an indirect confrontation with an exarch should be terrifying.

Religion DC 20: The face and voice sound suspiciously like Iyraclea herself. The Exarch is likely controlling the weather to strike at you. However, her area of direct influence is likely to be limited.

Nature DC 18/20

The PC maintains his or her bearings and helps lead the other characters through the ruins. The PCs must come up with some way to rope themselves together or else each character must make his or her own check. Those who fail wander aimlessly in the storm (losing a healing surge) until they are found by other PCs.

SCENE 2: COLD... SO COLD

Glowing eyes come toward you from all directions. Frozen boneclaws slash at you while winter hags cackle and blast you with elemental cold. Ahead, your path leads to a narrow defile between two high cliffs, but the passage is blocked by packed ice, snow, and rocky debris.

Characters can either hold off the undead or make checks to remove the obstacles. The PCs must achieve a total of four successes to clear the debris and escape the dead end.

Attack rolls: The monsters have defenses of 23/25. On a hit, the PC blasts a monster back into the storm. On a miss, the monster blasts the PC for damage equal to one healing surge.

Using fire powers against the icy debris can also yield an automatic success towards clearing the route if the PC scores a hit against defenses of 23/25.

Athletics DC 18/20

The PC helps shift rocks and plow through the snow and ice blocking the path. On a failure, the character is

trapped in a mini-avalanche, loses a healing surge, and must be aided by another PC to escape the rock pile.

SCENE 3: SHELTER FROM THE STORM

Breaking through the blocked ravine, you clamber up a frozen hillside to a sheltered area between two fallen pillars. Magical runes flare to life as you approach. Perhaps you can use the energy here to attack the storm directly. But the undead are still coming...

Characters can either hold off the undead or make checks to try and disperse the storm.

Attack rolls: The monsters have defenses of 23/25. On a hit, the PC blasts a monster back into the storm. On a miss, the monster blasts the PC for damage equal to one healing surge.

Arcana, Nature, or Religion DC 18/20

The PC taps into the arcane power, divine power, or primal power in this place and directs it against the storm. The PCs need a total of four successes to cause the storm to disperse. On a failed skill check, the PC suffers a magical backlash, losing a healing surge.

ENDING THE ENCOUNTER

When the final skill check is completed, the storm loses its power and falls apart. The sky clears and the undead vanish back into the dark places of the Great Glacier. The PCs find that they have reached the center of the ruined palace, and a single tower looms overhead. The aura of magic and evil that they have been following suddenly comes back with a vengeance, much stronger than before. The PCs are very close to reaching their goal. Proceed to Encounter 5.

EXPERIENCE POINTS

Each PC receives 480 / 480 XP for successfully completing the skill challenge. The PCs cannot fail the challenge, but the longer it takes them to succeed, the more damage they suffer.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: VENGEANCE

ENCOUNTER LEVEL 14/16 (9600/12800 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 3 dire winter wolf iceclaws (level 15) (W)
- 2 rageborn frosthurlers (level 15) (R)
- 1 Zaol, angel of torment (level 15) (A)
- 1 Zaol, angel of vengeance (level 15) (see text)

This encounter includes the following creatures at the high tier:

- 3 dire winter wolf iceclaws (level 17) (W)
- 2 rageborn frosthurlers (level 17) (R)
- 1 Zaol, angel of torment (level 17) (A)
- 1 Zaol, angel of vengeance (level 17) (see text)

The PCs have reached the tallest remaining structure of the Ice Queen's once-magnificent glacial palace. The angel Zaol now watches over this domain. The angel came seeking knowledge about Iyraclea, but got more than he bargained for when he discovered the artifact. The artifact's endless whispers have driven the angel insane, and now he writhes in torment. Only death can free him, but the PCs must defeat him twice: once in his tormented form and then again in his true form as an angel of vengeance.

A forty-foot-tall tower made of pure ice rises above a series of cliffs. The tower seems to consist of only three walls; the side facing you is open to the elements, although you do not see any snow inside. The tower contains no furnishings, just a brooding figure wrapped in chains. Is this the source of the arcane emanations you have been following?

A mournful howl draws your attention to a number of large, white-furred wolves. They pace back and forth in front of the tower, apparently guarding it.

A pack of dire winter wolf iceclaws patrol the steep, snowy trail, upholding the ancient responsibility given to them by the Ice Queen so many years ago. Place the wolves on the battle map and then have the PCs set up. You can also place the angel of torment on the map, but do not place the frosthurlers yet. Roll initiative for all the monsters, including the frosthurlers. On their first turn, the frosthurlers appear in the indicated locations and take a full round of actions. When this happens, read:

The chained figure in the center of the tower raises its hooded head. All you can see are two glowing red eyes, weeping tears of acid that sizzle on the ice-covered stone of the tower floor.

A glowing shard of obsidian hangs on a thin cord around the cloaked figure's neck. It emits a flash of malevolent light, and you hear a sound like fingernails on stone. Several man-sized, demonic looking creatures appear atop the nearby cliffs. They howl with rage and raise their clawed hands, glowing with cold energy.

The rageborn frosthurlers are summoned by the artifact to rain icy death down upon those who would attempt to reach the tower. The artifact wants to be found, but it also wants to make sure that it is going into the hands of powerful individuals.

FEATURES OF THE AREA

The ground is covered with snow, but this does not impede normal movement.

Illumination: Bright sunlight.

Collapsed Cliffs: The areas of rubble shown on the cliff sides provide a way to ascend to each higher level without needing to make Climb checks. However, these squares are difficult terrain.

Solid Cliffs: The solid portions of the cliff walls (outlined by thin black lines on the map) are 10 feet high. They require a DC 20 Climb check to ascend as the ice-covered rocks are slick and unstable. Take note of the different elevations shown on the map when determining reach, line of sight, and line of effect.

Tower: The tower's walls are 20 feet tall. However, the entire front side of the tower (facing the bottom of the map) is made of clear ice (the equivalent of magic plate glass), so the PCs can see into the tower from their starting position. The clear ice is effectively invisible from the PCs' starting position, so if a character attempts to attack the angel, the attack will strike the barrier instead (Perception DC 30 to notice the barrier before making an attack; no check required within 2 squares of the barrier or after the first attack strikes the barrier.)

Ice Barrier: The clear ice blocks line of effect, but not line of sight; however, the tower is warded against teleportation. The barrier has all defenses 5, is immune to attacks that target Will, and has 100 hit points (although Zaol can destroy it as a free action).

TACTICS

The winter wolves are mobile, pack hunters. They use *freezing breath* if multiple characters are in range (they don't worry about hitting each other, due to their high cold resistance). They use *claw and run* to attack two

different PCs when possible, but if marked, they use both attacks against the character marking them. The first time each wolf is hit in any round, it uses *slipstream* to reposition itself and gain a bonus to its defenses.

The rageborn frosthurlers stay out of melee, using *ice bolt*, until they are bloodied, whereupon they fly into a *bloodied rage* and charge into melee with their *claws*.

Zaol begins the combat in the form of an angel of torment. He waits for the first round of combat, observing the PCs before entering the fray. However, if someone makes an attack against him, he reacts and takes his normal turn (in other words, he delays on his first turn, unless provoked).

When Zaol enters the fray, read the following:

The figure at the center of the tower floats into the air. His heavy chains, which seemed firmly anchored into the stone, suddenly break loose, as if they have a mind of their own. In addition to the chains, the creature has wicked claws, dripping with acid.

The angel crashes through the glass barrier (using its chains to shatter the glass as a free action) and begins furiously attacking the PCs. Zaol positions himself to use *wave of torment* as soon as possible against a large number of PCs, and then uses *lashing chain* to damage and slide multiple PCs, or *claws* to mark and focus on a single PC. (Zaol's fly speed and the 4-square range of *lashing chain* likely enables him to stay out of melee range if that is his best option, but note that he cannot pull characters from the ground into the air using *lashing chain*.)

When Zaol's angel of torment form is reduced to 0 hit points, he screams in agony and assumes his true form, that of an angel of vengeance. Read the following:

The tormented angel screams as the glowing shard around his neck sears his flesh. The chains stop moving and then crumble to dust. A wave of energy erupts from the angel's body, and for an instant you see him transformed into a pillar of fire. Where his cloak was previously dark, it now ripples with elemental energy, and his claws have been replaced by paired longswords.

The eruption of energy is also an attack:

C From Torment to Vengeance (radiant, psychic) • Encounter

Attack: Close burst 5 (conscious enemies in burst);

+18 / +20 vs. Reflex

Hit: 2d8 + 8 / 3d6 + 9 radiant damage.

Miss: Half damage.

In his vengeance form, Zaol fights to the death.

GLORY TIER

If the players have asked for an additional challenge, you can consider using some or all of the following adjustments:

- Allow all the monsters' cold-based attacks to ignore the first 10 points of a character's cold resistance (or more if needed, particularly for the frosthurlers' ranged attacks).
- When a dire winter wolf iceclaw hits with its *bite* attack, it also knocks the target prone.
- If a creature is hit by multiple *freezing breath* attacks from the winter wolf iceclaws, stack the ongoing cold damage (5, 10, 15).
- Instead of slowed (save ends), creatures hit by a rageborn frosthurler's *ice bolt* attack instead gain vulnerable 5 cold (save ends).
- Increase the damage dealt by *cloak of vengeance* from 1d8 fire + 1d8 cold to 2d6 fire + 2d6 cold.
- If a melee character has too much fire and/or cold resistance, convert all the damage from *cloak of vengeance* to radiant damage.
- When the angel of vengeance is bloodied, increase the base damage dice of its *longsword* attacks from 2d8 to 3d8.
- Double the hit points of the angel of torment and/or the angel of vengeance.

SCALING THE ENCOUNTER

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

Four PCs (normal table): Remove one of the dire winter wolf iceclaws.

Four PCs (strong table) or Five PCs (normal table): No changes, run as written.

Five PCs (strong table) or six PCs (normal table): Add another winter wolf iceclaw.

Six PCs (strong table): Add another winter wolf iceclaw and another rageborn frosthurler.

ENDING THE ENCOUNTER

After destroying the guardians, the PCs can enter the tower. However, claiming the artifact is more difficult than just picking the thing up. Proceed to Encounter 6.

EXPERIENCE POINTS

The characters receive 1920 / 2560 XP each for defeating Zaol and his guardians.

TREASURE

Upon his death, Zaol's weapons transform into an *aegis blade* +4 and a *piercing songblade* +4.

ENCOUNTER 5: "VENGEANCE" (LOW LEVEL)

Angel of Torment (Level 15)	Level 15 Soldier
Medium immortal humanoid (angel)	XP 1,200
HP 145; Bloodied 72	Initiative +14
Regeneration 10	Perception +18
AC 31, Fortitude 28, Reflex 26, Will 27	Blindsight 10
Speed 6, fly 8 (hover)	
Immune fear; Resist 10 acid, 10 radiant	
TRAITS	
Angelic Presence	
Any creature marked by the angel and within 5 squares of the angel takes 10 damage each time it makes an attack that does not include the angel as a target.	
STANDARD ACTIONS	
m Claws (acid) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d8 + 5 damage plus 1d8 acid damage, and the target is marked until the end of the angel's next turn.	
r Lashing Chain (weapon) • At-Will	
Attack: Ranged 4 (one or two creatures); +20 vs. AC	
Hit: 3d8 + 3 damage, and the angel pulls the target 3 squares to a square adjacent to it. The target is marked until the end of the angel's next turn.	
C Wave of Torment (psychic, radiant) • Recharge 5 6	
Attack: Close burst 5 (enemies in burst); +18 vs. Will	
Hit: 3d10 + 1 psychic damage plus 1d10 radiant damage, and the target is dazed (save ends).	
Miss: Half damage.	
Str 24 (+14)	Dex 20 (+12) Wis 23 (+13)
Con 17 (+10)	Int 22 (+13) Cha 22 (+13)
Alignment unaligned	Languages Supernal

Notes: *Dungeon Magazine* 177.

Angel of Vengeance (Level 15)	Level 15 Elite Brute
Large immortal humanoid (angel)	XP 2,400
HP 366; Bloodied 183	Initiative +11
AC 30, Fortitude 29, Reflex 25, Will 29	Perception +14
Speed 8, fly 12 (hover)	
Immune disease, fear; Resist 15 cold, 15 fire, 15 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Cloak of Vengeance (cold, fire) • Until bloodied	
Until the angel is bloodied, attacks against the angel take a -2 penalty. While <i>cloak of vengeance</i> is in effect, any creature that makes a successful melee attack against the angel takes 1d8 fire damage and 1d8 cold damage.	
STANDARD ACTIONS	
m Longsword (cold, fire, weapon) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 2d8 + 9 damage plus 1d8 fire damage plus 1d8 cold damage.	
M Double Attack • At-Will	
Effect: The angel of vengeance makes two <i>longsword</i> attacks.	
MINOR ACTIONS	
R Sign of Vengeance (teleportation) • Encounter	
Effect: The angel of vengeance places an invisible sign upon any creature it can see. Until the end of the encounter, the angel can teleport adjacent to the target as a move action.	
TRIGGERED ACTIONS	
C Coldfire Pillar (cold, fire) • Encounter	
Trigger: When first bloodied	
Effect: The angel transforms into a 30-foot-high pillar of blue flame.	
Attack (Free Action): Close burst 2 (creatures in burst); +18 vs. AC	
Hit: 2d8 + 9 cold damage plus 2d8 + 9 fire damage.	
Effect: The angel of vengeance is immune to all damage until the start of its next turn.	
Skills Insight +19, Intimidate +20	
Str 27 (+15)	Dex 18 (+11) Wis 25 (+14)
Con 23 (+13)	Int 19 (+11) Cha 26 (+15)
Alignment unaligned	Languages Supernal
Equipment plate armor, longsword x2	

Notes: *Monster Manual* 1, updated to MM3 damage expressions and improved brute attack values

Dire Winter Wolf Iceclaw (Level 15)	Level 15 Skirmisher
Large natural magical beast	XP 1,200
HP 152; Bloodied 76	Initiative +18
AC 29, Fortitude 27, Reflex 28, Will 26	Perception +19
Speed 8 (ice walk)	low-light vision
Resist 20 cold	
TRAITS	
Combat Advantage	
The wolf gains combat advantage against any target that has one or more of the wolf's allies adjacent to it. The wolf deals an extra 2d6 cold damage on attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Bite (cold) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d8 + 10 damage plus 1d8 cold damage.	
M Claw and Run (cold) • At-Will	
Attack: Melee 1 (two attacks against one or two creatures); +20 vs. AC	
Hit: 2d8 + 8 cold damage per attack.	
Effect: After the first or second attack, the wolf can shift 4 squares.	
C Freezing Breath (cold) • Recharge 5 6	
Attack: Close blast 5 (creatures in blast); +18 vs. Reflex	
Hit: 2d8 + 8 cold damage, and ongoing 5 cold damage (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Slipstream • At-Will	
Trigger: An attack damages the dire winter wolf	
Effect (Immediate Reaction): The wolf shifts 4 squares and gains +2 to all defenses until the start of its next turn.	
Skills Stealth +21	
Str 26 (+15)	Dex 28 (+16) Wis 24 (+14)
Con 24 (+14)	Int 12 (+8) Cha 18 (+11)
Alignment evil	Languages Common, Giant

Notes: *Revenge of the Giants*, updated to MM3 damage expressions

Rageborn Frosthurler (Level 15)	Level 15 Artillery
Medium elemental humanoid (demon)	XP 1,200
HP 118; Bloodied 59	Initiative +11
AC 29, Fortitude 28, Reflex 26, Will 27	Perception +12
Speed 6, climb 4	Darkvision
TRAITS	
O Blessing of Kostchtchie (cold) • Aura 1	
Any enemy that starts its turn within the aura takes 10 cold damage.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d8 + 3 damage, or 3d10 + 7 damage while the frosthurler is bloodied.	
r Ice Bolt (cold) • At-Will	
Requirement: The frosthurler must not be bloodied.	
Attack: Ranged 20 (one creature); +18 vs. Fortitude	
Hit: 3d10 + 7 cold damage, and the target is slowed (save ends).	
TRIGGERED ACTIONS	
Bloodied Rage	
Trigger: The frosthurler is first bloodied.	
Effect (No Action): The frosthurler gains 20 temporary hit points.	
Variable Resistance • Encounter	
Trigger: The frosthurler takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The frosthurler gains resist 10 to the triggering damage type until the end of the encounter.	
Str 23 (+13)	Dex 19 (+11) Wis 21 (+12)
Con 22 (+13)	Int 7 (+5) Cha 9 (+6)
Alignment chaotic evil	Languages Abyssal

Notes: *Demonomicon*

ENCOUNTER 5: "VENGEANCE" (HIGH LEVEL)

Angel of Torment (Level 17)	Level 17 Soldier
Medium immortal humanoid (angel)	XP 1,600
HP 161; Bloodied 80	Initiative +15
Regeneration 10	Perception +19
AC 33, Fortitude 30, Reflex 28, Will 29	Blindsight 10
Speed 6, fly 8 (hover)	
Immune fear; Resist 10 acid, 10 radiant	
TRAITS	
Angelic Presence	
Any creature marked by the angel and within 5 squares of the angel takes 10 damage each time it makes an attack that does not include the angel as a target.	
STANDARD ACTIONS	
m Claws (acid) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 7 damage plus 1d8 acid damage, and the target is marked until the end of the angel's next turn.	
r Lashing Chain (weapon) • At-Will	
Attack: Ranged 4 (one or two creatures); +22 vs. AC	
Hit: 3d8 + 5 damage, and the angel pulls the target 3 squares to a square adjacent to it. The target is marked until the end of the angel's next turn.	
C Wave of Torment (psychic, radiant) • Recharge 5 6	
Attack: Close burst 5 (enemies in burst); +20 vs. Will	
Hit: 3d10 + 3 psychic damage plus 1d10 radiant damage, and the target is dazed (save ends).	
Miss: Half damage.	
Str 24 (+15)	Dex 20 (+13)
Con 17 (+11)	Int 22 (+14)
	Wis 23 (+14)
	Cha 22 (+14)
Alignment unaligned	Languages Supernal

Notes: *Dungeon Magazine* 177.

Angel of Vengeance (Level 17)	Level 17 Elite Brute
Large immortal humanoid (angel)	XP 3,200
HP 406; Bloodied 203	Initiative +12
AC 32, Fortitude 31, Reflex 27, Will 31	Perception +15
Speed 8, fly 12 (hover)	
Immune disease, fear; Resist 15 cold, 15 fire, 15 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Cloak of Vengeance (cold, fire) • Until bloodied	
Until the angel is bloodied, attacks against the angel take a -2 penalty. While <i>cloak of vengeance</i> is in effect, any creature that makes a successful melee attack against the angel takes 1d8 fire damage and 1d8 cold damage.	
STANDARD ACTIONS	
m Longsword (cold, fire, weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 2d8 + 11 damage plus 1d8 fire damage plus 1d8 cold damage.	
M Double Attack • At-Will	
Effect: The angel of vengeance makes two <i>longsword</i> attacks.	
MINOR ACTIONS	
R Sign of Vengeance (teleportation) • Encounter	
Effect: The angel of vengeance places an invisible sign upon any creature it can see. Until the end of the encounter, the angel can teleport adjacent to the target as a move action.	
TRIGGERED ACTIONS	
C Coldfire Pillar (cold, fire) • Encounter	
Trigger: When first bloodied	
Effect: The angel transforms into a 30-foot-high pillar of blue flame.	
Attack (Free Action): Close burst 2 (creatures in burst); +20 vs. AC	
Hit: 2d8 + 11 cold damage plus 2d8 + 11 fire damage.	
Effect: The angel of vengeance is immune to all damage until the start of its next turn.	
Skills Insight +20, Intimidate +21	
Str 27 (+16)	Dex 18 (+12)
Con 23 (+14)	Int 19 (+12)
	Wis 25 (+15)
	Cha 26 (+16)
Alignment unaligned	Languages Supernal
Equipment plate armor, longsword x2	

Notes: *Monster Manual* 1, updated to MM3 damage expressions and improved brute attack values

Dire Winter Wolf Iceclaw	Level 17 Skirmisher
Large natural magical beast	XP 1,600
HP 168; Bloodied 84	Initiative +19
AC 31, Fortitude 29, Reflex 30, Will 28	Perception +20
Speed 8 (ice walk)	low-light vision
Resist 20 cold	
TRAITS	
Combat Advantage	
The wolf gains combat advantage against any target that has one or more of the wolf's allies adjacent to it. The wolf deals an extra 2d6 cold damage on attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Bite (cold) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d8 + 12 damage plus 1d8 cold damage.	
M Claw and Run (cold) • At-Will	
Attack: Melee 1 (two attacks against one or two creatures); +22 vs. AC	
Hit: 3d6 + 9 cold damage per attack.	
Effect: After the first or second attack, the wolf can shift 4 squares.	
C Freezing Breath (cold) • Recharge 5 6	
Attack: Close blast 5 (creatures in blast); +20 vs. Reflex	
Hit: 3d6 + 9 cold damage, and ongoing 5 cold damage (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Slipstream • At-Will	
Trigger: An attack damages the dire winter wolf	
Effect (Immediate Reaction): The wolf shifts 4 squares and gains +2 to all defenses until the start of its next turn.	
Skills Stealth +22	
Str 26 (+16)	Dex 28 (+17) Wis 24 (+15)
Con 24 (+15)	Int 12 (+9) Cha 18 (+12)
Alignment evil	Languages Common, Giant

Notes: *Revenge of the Giants*, updated to MM3 damage expressions

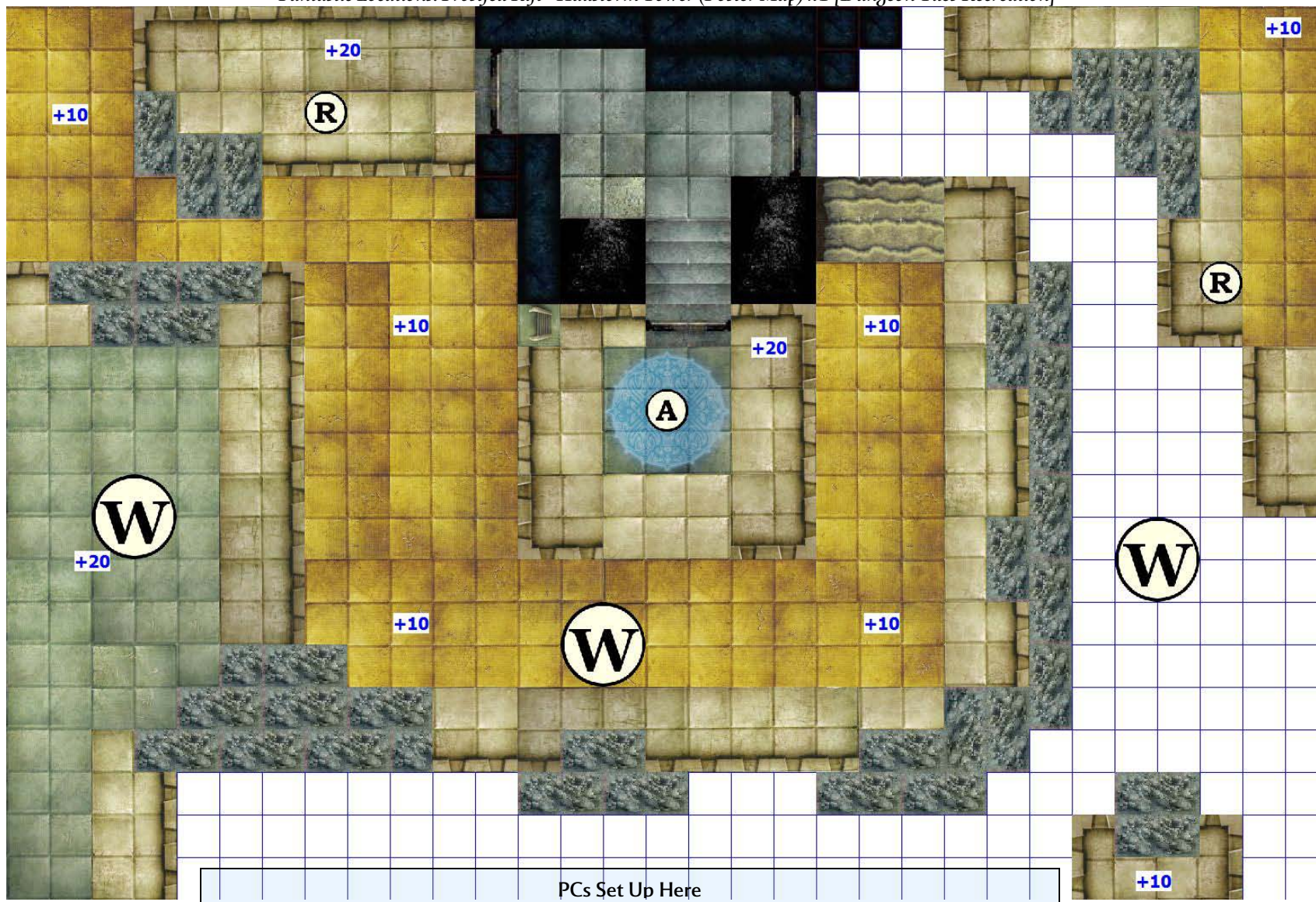
Rageborn Frosthurler	Level 17 Artillery
Medium elemental humanoid (demon)	XP 1,600
HP 130; Bloodied 65	Initiative +12
AC 31, Fortitude 30, Reflex 28, Will 29	Perception +13
Speed 6, climb 4	Darkvision
TRAITS	
O Blessing of Kostchtchie (cold) • Aura 1	
Any enemy that starts its turn within the aura takes 10 cold damage.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d8 + 5 damage, or 3d10 + 9 damage while the frosthurler is bloodied.	
r Ice Bolt (cold) • At-Will	
Requirement: The frosthurler must not be bloodied.	
Attack: Ranged 20 (one creature); +20 vs. Fortitude	
Hit: 3d10 + 9 cold damage, and the target is slowed (save ends).	
TRIGGERED ACTIONS	
Bloodied Rage	
Trigger: The frosthurler is first bloodied.	
Effect (No Action): The frosthurler gains 20 temporary hit points.	
Variable Resistance • Encounter	
Trigger: The frosthurler takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The frosthurler 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 9 (+7)
Alignment chaotic evil	Languages Abyssal

Notes: *Demonomicon*

ENCOUNTER 5: "VENGEANCE" (MAP)

TILE SETS NEEDED

Fantastic Locations: Frostfell Rift - Hailstorm Tower (Poster Map) x1 [Dungeon Tiles Recreation]



ENCOUNTER 6: THE ARTIFACT

SETUP

When the PCs touch the artifact, it realizes that it has made a mistake. They are not powerful servants of evil, such as the Warlock Knights, the Banites, or even the frost giants. The artifact attempts to resist the PCs, and they must impose their will upon it before they will be able to take it back to Yazeth Cobb. This is represented as a skill challenge, but it is really intended as a roleplaying scene, so feel free to adjust as needed.

The artifact has been scanning and probing the PCs' minds for some time now. It manages to arrange things so that it is discovered by the PC that it believes is the most likely to succumb to its control. Choose the PC with the lowest Will defense and read the following to the player of that character:

Picking through the shattered remains of the ice tower, you feel a palpable sense of evil. A thin splinter of obsidian, no more than a foot long, lies on the frozen ground at your feet.

Make an attack against that character: +18 / +20 vs. Will. On a hit, the target is dominated for 1 minute (no save to end the effect early). During this time the artifact is whispering into the character's mind, promising him or her great power and riches in exchange for being taken to Castle Perilous and given to the Witch-King.

"You want to be rewarded, don't you? Zhengyi has been looking for me, I'm sure of it. Just take me back to him and he will make you wealthy and powerful beyond your wildest imaginings."

Roleplaying the Artifact: The artifact can communicate telepathically. Basically the PCs have a concordance of zero or worse, but unlike most artifacts, this one is really just a shard of a much larger item (which was destroyed) and lacks the ability to teleport or move itself around in search of a more suitable owner. The artifact is arrogant, demanding, and irrevocably evil. It wants the PCs to take it to Castle Perilous so that it can be reunited with its master, the Witch-King Zhengyi. It does not initially realize that Zhengyi is dead. If the PCs inform it of this fact, it changes its goals, wanting to be returned to the Abyss, from whence it originally came, in hopes of finding its way to Orcus or at least a powerful demonic servant of Orcus.

If the dominated PC seems amenable to doing what the artifact wants, it will stick with that PC (repeating the attack every minute, but once a character has been dominated once, that character suffers a -5 penalty to Will against further attacks by the artifact). Any player whose character is dominated by the artifact gains a special story award at the end of the adventure. If the dominated PC resists, the artifact broadens its efforts, trying to dominate a different character. Eventually the PCs or the artifact tire of this game, and a larger clash of wills takes place to decide whether the artifact or the PCs will be in control.

SKILL CHALLENGE: CLASH OF WILLS

Goal: The PCs need to impose their will on the artifact so that they can get it back to Yazeth Cobb.

Complexity: 1 (4 successes; special)

Primary Skills: Arcana, Bluff, Diplomacy, History, Intimidate

Other Skills: Insight

Victory: The PCs subdue the artifact mentally, and it becomes quiet long enough for them to get it back to Yazeth.

Defeat: Until the PCs subdue it, the artifact continues to try and dominate PCs and convince them to run away and hide from the others so they can take it to Castle Perilous.

Arcana DC 23/25 (1 success, no maximum)

The PC attempts to impress the artifact by channeling pure magical energy into it as a demonstration of power.

Bluff or Diplomacy DC 18/20 (1 success, no maximum)

The PC attempts to persuade the artifact that he or she will take it where it wants to go, if it will just stop trying to dominate the party members.

Intimidate DC 18/20 (1 success; no maximum)

The PC attempts to impose his or her own will over the artifact, demonstrating who is mentally stronger. As it is usually in the service of powerful, evil beings, the artifact is really not that accustomed to being in charge.

History (DC 23/25, 1 success; 1 maximum)

The PC impresses the artifact with his or her knowledge of the Witch-King. The artifact is surprised to learn that Zhengyi is dead.

Insight (DC 18/20; not a success or failure)

The PC attempts to understand what the artifact really wants. A success with this check grants another character a +2 bonus on their next primary skill check.

ENDING THE ENCOUNTER

With the artifact seemingly in a quiescent state, the PCs are able to transport it back to Yazeth Cobb.

EXPERIENCE POINTS

The PCs receive no experience for this encounter.

TREASURE

In addition to the artifact, the PCs discover an *orb of revenant magic* +4 and a *rod of the bloodthorn* +4 inside the tower. They also find gems and jewelry (some of Iyraclea's personal effects) with a value of 1000/3000 gp per PC.

CONCLUDING THE ADVENTURE

The PCs' initial reaction may be to attempt to destroy the artifact, or to use rituals to seek information about it. They can learn that it definitely belonged to Zhengyi and is empowered by Orcus. It is a shard of a much larger artifact but still very powerful in its own right. Its means of destruction is unclear, but with the ritual rituals or skill checks the PCs can surmise that the artifact came into the world through Zhengyi's portal to the Abyss beneath Castle Perilous, and any hope of destroying it would involve that location. For now, there is nothing more that they can do other than to return to Yazeth.

If the PCs return to Yazeth with the artifact, read the following:

"You've done it! The Warlock Knights will be most disappointed to have missed out on this prize. My sources tell me that gaining control of this artifact was a major objective of the alliance between Mulmaster and the Banite Knights. With the failure of that effort it will surely strain their ties, not to mention the simple fact that we have just denied them a very potential weapon.

"Congratulations, my friends - I can sense already what a force for evil this item is. To think that it passed from Orcus to the Witch-King and was then taken by the Ice Queen!

"Now that we have it, we must figure out a way to destroy it. I will begin research on that very subject. When the time comes, I hope that I will be able to count on you once more."

If the PCs insist that they are the best ones to keep the artifact, Yazeth argues strenuously against this option. He can bring the entire strength of the church of Amaunator to bear. Although the PCs are powerful and have great resources, they are not yet strong enough to resist the pull of an Epic-level evil artifact for an extended period of time. However, there is nothing Yazeth can do by himself to compel the PCs to give him the artifact. He will plead, cajole, and insist, but will not threaten. If a PC keeps the artifact, he finds that it mysteriously disappears from his possession a few days later (awakening from its quiescent state, the artifact rediscovers the ability to teleport in search of a more suitable host, and leaves the PCs behind).

If the PCs want to entrust the artifact to some organization or contact other than Yazeth, he again argues that the church of Amaunator is the best place for safeguarding it, but again, he can't force the PCs to do what he wants. He will find out where they take it through his extensive network of contacts and work with whatever individual or group the PCs give the artifact to. This will ultimately have the same effect as if they gave it to Yazeth.

If the PCs return to Yazeth without the artifact:

"I can sense that your efforts did not meet with success. Please, tell me what happened."

If nobody came back from the expedition, Yazeth gets worried after a few days and sends another party to recover the PCs' bodies. Read the following:

You awaken a few days later back in Damara. Yazeth Cobb stands over your bed, peering down at you intently but with sadness in his eyes. "I'm sorry, my friends, but our adversaries have won this round. Our situation grows more perilous, but there is yet hope..."

TREASURE

Yazeth gives each PC 600 / 1200 gold pieces and arranges for them to receive a magic ring of their choosing, with an item level less than or equal to the character's level plus 1. If they keep the artifact or turn it over to someone else, he does not offer these rewards.

STORY AWARDS

If the PCs recovered the artifact, they get **SPEC35 Wrath of Iyraclea** (even if they don't give it to Yazeth).

Any PC that was dominated by the artifact in Encounter 6 gets **SPEC36 Zhengyian Domination**.

All the PCs earn **SPEC37 Tyrants' Adversary** to commemorate the Major Quest continuation from SPEC2-2 P1 (concluding in SPEC2-2 P3).

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: Frost Giants

1920 / 2720 XP

Encounter 4: The Ice Queen's Wrath

480 / 480 XP

Encounter 5: Vengeance

1920 / 2560 XP

Total Possible Experience

4320 / 5760 XP

Gold per PC

2640 / 7200 gp

(Encounter 2: 1040/3000 gp; Encounter 6: 1000/3000 gp; Conclusion: 600 / 1200 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle 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; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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 choice in a bundle, 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.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *champion's symbol +3** (15th level; AV2) (low-level only) OR

Bundle A: *champion's symbol +4** (20th level; AV2) (high-level only)

Found in Encounter 1

Bundle B: *watchful spirit totem +4** (18th level; PH2)

Found in Encounter 2

Bundle C: *wyrmtooth dagger +4** (17th level; PH2)

Found in Encounter 2

Bundle E: *aegis blade +4** (18th level; AV2)

Found in Encounter 5

Bundle F: *piercing songblade +4** (17th level; PH2)

Found in Encounter 5

Bundle D: *orb of revenant magic +4** (17th level; AV)

Found in Encounter 6

Bundle G: *rod of the bloodthorn +4** (17th level; AV)

Found in Encounter 6

Bundle H: any magic ring from any player-legal source with an item level less than or equal to the character's level plus 1

Found in the Conclusion

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of vitality* plus 2300 / 5500 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 bundle. 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 bundles listed above for their character, they can choose to add 3300 / 6500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. The PCs may earn all three story awards in this adventure, if they meet the criteria.

SPEC35 Wrath of Iyraclea

You went to the Great Glacier and discovered the ruined palace of Iyraclea, the Ice Queen, once Chosen and now Exarch of the goddess Auril. While you were there, you took something that Iyraclea had gone to great lengths to keep hidden.

If you do not have **SPEC32 Ire of Iyraclea**, then you gain vulnerability 3 cold. If you have cold resistance, that resistance is reduced by 3. If you do not have cold resistance, every time you take cold damage, you take 3 additional cold damage.

If you already have SPEC32, then you instead gain vulnerability 6 cold, and creatures with the cold keyword receive a +1 bonus on all their attack rolls against you.

This story award expires when you reach 21st level, if it has not already been removed by another award.

SPEC36 Zhengyian Domination

You were dominated by an artifact that once belonged to the Zhengyi, the Witch-King of Vaasa. This may have consequences in future adventures, should you find it necessary to once again pit your will against either the same artifact or another of Zhengyi's mighty works.

SPEC37 The Tyrants' Adversary

By thwarting their efforts to obtain a powerful artifact, you have shown yourself to be a threat to the alliance between the Banite Warlock Knights of Vaasa and the Council of Blades in Mulmaster. Just as you have made powerful enemies, however, you may also have gained powerful allies, who share your desire to see the tyrants' reign ended.

This story award is part of a Major Quest that began in SPEC2-2 P1 *Tyranny's Bleak Depths* and concludes in SPEC2-2 P3 *Tyranny's Perilous Bastion*. You may still earn a quest award even if you did not play the P1 adventure.

NEW RULES

Aegis Blade +4

Level 18

This blade allows you to place your aegis on all nearby foes with a single word of power.

Lvl 18 (85,000 gp)

Weapon: Heavy blade, light blade

Enhancement: +4 attack rolls and damage rolls

Critical: +4d6 damage

Property: Gain a +1 bonus to attack rolls with this rod if you or the target are bloodied. These bonuses stack with each other,

Power (Daily): Minor Action. Mark each enemy within a close burst 3 (save ends). If you have the Swordmage Aegis class feature, treat each mark as if you applied it with your chosen aegis.

Reference: *Adventurer's Vault* 2, page 15

Champion's Symbol +3/+4

Level 15/20

Inscribed with stylized flames, this holy symbol grants you control over the will of your foes.

Lvl 15 (25,000 gp)

Lvl 20 (125,000 gp)

Implement (Holy Symbol)

Enhancement: +3/+4 attack rolls and damage rolls

Critical: The target makes a melee basic attack as a free action against an enemy of your choice. If no enemy is within range for the target to attack, the target is dazed until the end of your next turn.

Power (Daily, Charm): Free Action. *Trigger:* You hit an enemy with a fire or radiant power and deal damage to it using this holy symbol. *Effect:* That enemy is dominated until the end of your next turn and takes a -5 penalty to Bluff checks until the end of the encounter.

Reference: *Adventurer's Vault* 2, page 113

Orb of Revenant Magic +4

Level 17

To the wielder of this orb, failure is not a concern.

Lvl 17 (65,000 gp)

Implement (Orb)

Enhancement: +4 attack rolls and damage rolls

Critical: +4d8 damage

Power (Daily): Free Action. *Trigger:* You hit no targets with a power that has an effect on a miss. *Effect:* The miss effect does not take place. Instead, you regain the use of the power that missed.

Reference: *Adventurer's Vault*, page 95

Piercing Songblade

Level 18

Silent until it lands a crucial blow, this blade sends forth a piercing note that rends your target's armor.

Lvl 18 (85,000 gp)

Weapon: heavy blade, light blade

Enhancement: +4 attack rolls and damage rolls

Critical: +4d10 damage

Property: Bards can use this blade as an implement for bard powers and bard paragon path powers.

Power (Daily): Free Action. *Trigger:* You hit an enemy with a bard attack power using this blade. *Effect:* Until the end of the encounter, that enemy takes a -2 penalty to AC.

Reference: *Player's Handbook* 2, page 204.

Rod of the Bloodthorn +4

Level 17

This rod thirsts for the blood of its prey and master alike.

Lvl 17 (65,000 gp)

Implement (Rod)

Enhancement: +4 attack rolls and damage rolls

Critical: +4d8 damage

Property: Gain a +1 bonus to attack rolls with this rod if you or the target are bloodied. These bonuses stack with each other,

Power (Daily, Healing): Free Action. *Trigger:* You score a critical hit with this rod. *Effect:* Drain one healing surge from the target and add it to your total. If you are already at your maximum number of surges, you instead regain hit points equal to your healing surge value.

Reference: *Adventurer's Vault*, page 100

Watchful Spirit Totem +4

Level 18

Several animal faces seem to look out from this totem with wide eyes. Its magic, channeled through your spirit companion, lashes out at those who harm your allies.

Lvl 18 (85,000 gp)

Implement (Totem)

Enhancement: +4 attack rolls and damage rolls

Critical: +4d6 damage

Property: You gain an item bonus to Perception checks equal to the totem's enhancement bonus.

Property: On a critical hit you deal +4d12 damage instead of +4d6 against a bloodied creature.

Power (Daily): Minor Action. Until the end of your next turn, any enemy that damages an ally adjacent to your spirit companion takes damage equal to twice this totem's enhancement bonus.

Reference: *Player's Handbook* 2, page 208.

Wyrmtooth Dagger +4

Level 17

Carved from a dragon's tooth, this dagger can strip away a creature's elemental defenses.

Lvl 17 (65,000 gp)

Weapon: Dagger

Enhancement: +4 attack rolls and damage rolls

Critical: +4d6 damage

Property: On a critical hit the target loses its resistances (save ends).

Power (Daily): Free Action. Until the end of the encounter, sorcerer attack powers you use through this dagger ignore the resistances of any enemy within 10 squares of you.

Reference: *Player's Handbook* 2, page 204.

APPENDIX: LEGENDS AND LORE

Sources for the following information include the *Forgotten Realms Campaign Guide*, “Realmslore: Hall of the Frostmaiden” by Brian R. James (*Dragon* 367) and “Realmslore: Vaasa” by Brian R. James (*Dungeon* 177).

DAMARA

Damara is wild, rugged, and rustic—a frontier as unrefined as it is remote. This is a northerly land of windswept plains, ice-crowned mountains, dark pine forests, and long, fearsome winters. Any who stray too far from the walled towns end up fighting for their lives against horrible monsters.

About twenty years ago, the last heir to the old Dragonsbane dynasty was assassinated and the ambitious Lord Yarin Frostmantle took the throne. King Yarin’s hand in the death of his predecessor is an open secret in Damara. Stronger and wealthier than anyone else, Yarin is absolutely ruthless in crushing those who dare question his legitimacy.

Helgabal: This once-prosperous trading city is the former seat of Damara’s throne. While Damara’s people groan under tyrannical rule, deadly perils loom on all fronts. To the west, the Warlock Knights of Vaasa grow stronger and threaten war. To the north, the receding Great Glacier has uncovered passages to the monster-infested Frostfell at the top of the world. To the east, the demon-haunted Dunwood grows darker and more deadly every day. All the while, feral tribesfolk from Narfell engage in ever bolder raids.

Damaran Gate: This fortress wall guards the end of Bloodstone Pass between Damara and the Warlock Knights of Vaasa. The Damaran Gate is 3 miles long and 30 feet high, studded with ballista-defended towers, and flanked by castles at either end. The castles and gate are regularly patrolled and filled with stockpiles of food and armaments in case of an invasion. A similar gate is situated on the Vaasan end of the Pass.

VAASA

Vaasa is a desolate realm of bogs, tundra, and windswept mountains in the northwest corner of the Bloodstone Lands. The dreaded Warlock Knights of Vaasa gather an army of monsters of all descriptions, preparing for the day when their terrible hordes will sweep away neighboring kingdoms, spreading their alien evil.

Commoners: Vaasan society is built upon the backbreaking labor of the peasant working class, known locally as serfs. Serfs are a hardy folk, eking out a modest living under harsh conditions and with limited

resources. As a feudal society, population centers in Vaasa are divided into fiefdoms presided over by Fellthanes. These landed lords in turn acquiesce to the authority of Vindicators and the Ironfell Council in Telos. Though the aristocracy is predominantly human, the majority of Vaasan citizens are shield dwarves and mountain orcs, toiling tirelessly in countless mines lining the slopes of the Galena Mountains.

Warlock Knights: Vaasan lords are, without exception, all members of the Warlock Knights. While some titles are hereditary, most earn their rank through hard work and exploiting the weaknesses of their rivals. As the nobility of Vaasa’s brutal feudal system, Warlock Knights have life-and-death authority over the common folk of the realm. As their name implies, all Warlock Knights dabble in the arcane arts, through their mastery of martial exploits remains their primary competency.

Bound Ones: In Vaasa, practitioners of arcane magic are permitted their studies only by swearing lifelong fealty to the Warlock Knights. Known as *Nishaadhri*, or Bound Ones, this order of warlocks is commonly garbed in gray robes, each wearing a dark veil over their eyes. *Nishaadhri* gain their formidable abilities through a special star pact with the primordial Telos. Luminaries function almost as priests do in other kingdoms, presiding over shrines and temples consecrated to Telos. Luminaries are also responsible for the crafting of shardsouls, monstrous automatons formed from Telos’s body and set to serve in Vaasa’s armies.

Telos: An entity called Telos, Master of the Iron Sky, is the focus of the Warlock Knights’ power. The most powerful members of the Warlock Knights advise this mighty ruler of Vaasa as a group called the Ironfell Council. Members of the council, as well as their servants, also compete with each other for status and power.

Some of the priests who call themselves Warlock Knights are Banites. They keep alive their connection with Bane’s center of worship in Mulmaster. Certainly, all Warlock Knights view the rest of the Moonsea region with greedy eyes. Damara, Impiltur, and the stronger Moonsea cities keep a worried eye on Vaasa, recognizing the Warlock Knights and their potent master as a threat potentially as significant as Thay, Netheril, or the Abolethic Sovereignty.

SITES OF INTEREST

Delhalls: This mine is rich in gems and copper. A recent quake collapsed several main shafts into the Delhalls and sealed the entrance. The local lord quickly dispatched dwarf slaves to reopen the mine, but the new shafts revealed spaces not previously known to exist. Exotic crystal rock formations and strange, haunting melodies resound in the depths, luring miners ever deeper.

The Great Glacier: Though considerably diminished in size from the time when cartographers dubbed it the Great Glacier, the enormous ice flow remains impressive. Slowly, the glacier gives up its secrets as the Novularond Mountains surface from their icy prison. Ruins from some lost civilization stand on those peaks. White dragons and other creatures of cold roam the glacial waste.

Castle Perilous: Long ago, the famed Castle Perilous was a seat of power. The self-styled Witch-King Zhengyi housed a huge army in and around the castle, repeatedly using it to attack the kingdom of Damara. The lich was finally destroyed and his army defeated, and his castle fell into ruin. Two years ago, a great earthquake rattled northern Vaasa and Damara. The ruined castle sloughed off crumbling stone and the marks of age, revealing a sleek and dark edifice beneath. Black runes shimmer with darkness on this castle's walls, absorbing the wan northern light but providing no clues to the castle's sudden rejuvenation.

AURIL

Chaotic Evil Goddess (Frostmaiden, Storm-bringer, Icedawn, Lady Frostkiss)

Religion DC 15: Auril (awe-ril) is a vain and fickle creature whose cold heart remains untouched by any hint of true love, noble feeling, or honor. She is a somewhat aloof deity, and she embodies freedom and impulse. She toys with those who offend her by trapping them in snow storms and then driving them insane by tantalizing them with visions of warmth and the comforts of home before she freezes them to death. Her eternal beauty is cold and deadly—the flower of womanhood preserved forever in a slab of arctic ice, but with sensibilities to match the ice.

Auril is one of the so-called Three Furies, along with Malar and Umberlee. She owes allegiance to Silvanus. Her portfolio includes cold, winter, wind, and storms. She appears as a haughty winged faerie of terrible, cold beauty, with bone-white skin and angular features. Her mane of flowing black hair is adorned with an ornate crown of platinum and diamonds.



IYRACLEA, THE ICE QUEEN

History or Religion DC 25: The human cleric Iyraclea was one of Auril's Chosen, invested with a portion of the Frostmaiden's divinity. At the height of her power, Iyraclea lived in a castle of sculpted ice somewhere in the northern reaches of the Great Glacier. She was killed during the Year of Rogue Dragons (1373 DR). Without Iyraclea's attention and ministrations, the Great Glacier has been slowly melting for over a century. Upon her death, Iyraclea was elevated to the status of exarch, and now serves the Frostmaiden in her Astral dominion.

ZHENGYI, THE WITCH KING

History DC 25: Despite the passage of more than a century since his demise, the name Zhengyi still invokes fear in the hearts of men. In the Year of the Bright Blade (1347 DR), the Witch-King gathered to Castle Perilous a mighty army, the ferocity of which has never been matched. With this monstrous host, the powerful lich quickly tamed the Vaasan tundra and moved to capture Damara as well. Only through the valiant efforts of Gareth Dragonsbane and his stalwart companions was Zhengyi ultimately defeated and his horde scattered.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

SPEC2-2 P2 TYRANNY'S BITTER FROST

SPEC35 Wrath of Iyraclea

You went to the Great Glacier and discovered the ruined palace of Iyraclea, the Ice Queen, once Chosen and now Exarch of the goddess Auril. While you were there, you took something that Iyraclea had gone to great lengths to keep hidden.

If you do not have **SPEC32 Ire of Iyraclea**, then you gain vulnerability 3 cold. If you have cold resistance, that resistance is reduced by 3. If you do not have cold resistance, every time you take cold damage, you take 3 additional cold damage.

If you already have **SPEC32**, then you instead gain vulnerability 6 cold, and creatures with the cold keyword receive a +1 bonus on all their attack rolls against you.

This story award expires when you reach 21st level, if it has not already been removed by another award.

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You were dominated by an artifact that once belonged to the Zhengyi, the Witch-King of Vaasa. This may have consequences in future adventures, should you find it necessary to once again pit your will against either the same artifact or another of Zhengyi's mighty works.

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By thwarting their efforts to obtain a powerful artifact, you have shown yourself to be a threat to the alliance between the Banite Warlock Knights of Vaasa and the Council of Blades in Mulmaster.

This story award is part of a Major Quest that began in *SPEC2-2 P1 Tyranny's Bleak Depths* and concludes in *SPEC2-2 P3 Tyranny's Perilous Bastion*. You may still earn a quest award even if you did not play the P1 adventure.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

SPEC2-2 P2 TYRANNY'S BITTER FROST

SPEC35 Wrath of Iyraclea

You went to the Great Glacier and discovered the ruined palace of Iyraclea, the Ice Queen, once Chosen and now Exarch of the goddess Auril. While you were there, you took something that Iyraclea had gone to great lengths to keep hidden.

If you do not have **SPEC32 Ire of Iyraclea**, then you gain vulnerability 3 cold. If you have cold resistance, that resistance is reduced by 3. If you do not have cold resistance, every time you take cold damage, you take 3 additional cold damage.

If you already have **SPEC32**, then you instead gain vulnerability 6 cold, and creatures with the cold keyword receive a +1 bonus on all their attack rolls against you.

This story award expires when you reach 21st level, if it has not already been removed by another award.

SPEC36 Zhengyian Domination

You were dominated by an artifact that once belonged to the Zhengyi, the Witch-King of Vaasa. This may have consequences in future adventures, should you find it necessary to once again pit your will against either the same artifact or another of Zhengyi's mighty works.

SPEC37 The Tyrants' Adversary

By thwarting their efforts to obtain a powerful artifact, you have shown yourself to be a threat to the alliance between the Banite Warlock Knights of Vaasa and the Council of Blades in Mulmaster.

This story award is part of a Major Quest that began in *SPEC2-2 P1 Tyranny's Bleak Depths* and concludes in *SPEC2-2 P3 Tyranny's Perilous Bastion*. You may still earn a quest award even if you did not play the P1 adventure.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

SPEC2-2 P2 TYRANNY'S BITTER FROST

SPEC35 Wrath of Iyraclea

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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
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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DUNGEONS & DRAGONS®

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DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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