



PARAGON

11-20

# ALLIANCE AT NEFELUS

By Chris Tulach

An adventure for 14th-level characters

illustrations by Jason A. Engle, Ralph Horsley, William O'Connor, Steve Prescott, Wayne Reynolds, Lars Grant West and Eva Widermann

cartography by Mike Schley

TM & © 2009 Wizards of the Coast LLC All rights reserved.

“Long have we strove to remain detached from the affairs of the mainland. But this threat taxes us to the limits of our power, and so we reach out to those who have proven themselves time and time again. Perhaps, if you aid us, we will consider assisting your cause as a means of gratitude.”

—Bejam, member of  
the Thraxinium of Nefelus



“Alliance at Nefelus” is an adventure for 14th-level characters. At the end of the adventure, the PCs should be midway through 15th level. Although this adventure is part of the Scales of War adventure path, it takes the plot in a different direction as new friends and foes are discovered. It also makes a good stand-alone adventure or is inserted easily into your own ongoing campaign.

In this adventure, the PCs are again joined by their friend Amyria, the deva last seen in “Haven of the Bitter Glass,” the previous adventure. She musters the PCs to respond to a call for aid from the island nation of Nefelus, an isolationist magocracy that is under an environmental threat. If the PCs can help put an end to Nefelus’s troubles, Nefelus might be willing to lend their extensive arcane knowledge and naval might to the Coalition.

## BACKGROUND

The island nation of Nefelus, a lush tropical realm that has long kept itself isolated from the dealings of the rest of the world, has recently found its tranquil peace disturbed by a threat that even its deva-led mage council (known as the Thraxinium) cannot squelch. Several weeks ago, a mysterious ice floe appeared a few miles off the coast of the island, and within a few days, the warm and pleasant climate of Nefelus began to grow colder, threatening the natural order.

Nefelus took action as soon as it was apparent that the conditions were getting more severe. Endowed with a formidable navy to protect themselves from pirates and foreign interlopers, the Thraxinium dispatched vessels to the ice floe to investigate, and if necessary, fight any present threat. However, unusual arctic sahuagin attacked the ships—some speculate

that an unknown force apparently transformed and bolstered them. Only one vessel made it to the ice floe, and no reports came back from its crew.

Several days passed, and the Thraxinium debated their next course of action as they did research to combat the threat of the climate change. While they were preparing their next moves, the magical cold emanating from the ice floe intensified and over the course of one night, it formed an icy ring that cut off any ships bound in or out of the ports. The nation of Nefelus was under siege, and the weather was getting worse. The ice threatens to continue to spread, and possibly engulf the entire island.

A few days ago, several members of the Thraxinium reported that they were enacting a ritual that would stave off any further climatic change as long as the forces behind the unnatural cold did not greatly intensify. Although that bought a little time, it still meant that many members of the Thraxinium had to spend considerable resources maintaining the ritual just to keep the island from being overwhelmed, and the icy ring still separated Nefelus from any help by sea.

Despite being isolationist, several Thraxi (members of the Thraxinium) still maintained contact with the outside world. Bejam, a deva on the Thraxinium, formed a friendship with a deva named Amyria. She had been working to convince the Thraxinium to join an allied Coalition of the mortal realm intent on defeating a githyanki invasion. But Nefelus had seen nothing of the githyanki save for a single, strange burglary attempt years before, and they’d heard even less. Reluctant to get involved, the Thraxi, through Bejam, politely refused all Amyria’s requests. When the Thraxinium ran out of options to deal with the threat of the ice blockade, however, Bejam turned to Amyria for aid.

## WHAT IS AN ADVENTURE PATH?

Scales of War is the fourth Adventure Path to appear in the pages of *DUNGEON® Magazine*. But what, you ask, is an Adventure Path? Quite simply, it is a series of related adventures intended to form a complete D&D campaign that takes your players from 1st level all the way to, in the case of Scales of War, 30th level.

Previous Adventure Paths, presented with the 3rd Edition D&D® rules, took characters from 1st to 20th level. But with all three tiers in the new edition ripe and ready to explore, we’re pushing the limit with Scales of War. Each tier takes roughly six adventures to traverse, which means we’ll finish off this Adventure Path in about eighteen issues. Each adventure advances characters from between one and a half to two levels of experience. We recognize that not everyone will meet every encounter or complete every quest, however, so periodically, we’ll point you to a supplemental Side Trek or short adventure to keep your PCs on pace. Plus, roughly every few months, *DRAGON®* will feature new support content for Scales of War.

Finally, this Adventure Path is intended to function as a complete D&D campaign. That means we’ll be making assumptions about the history of the world as we move along, just as you would in any campaign you run. We’ll be borrowing heavily from the D&D mythology of 4th Edition, as well as all the great ideas that have cropped up in other products over the years—including the pages of past issues of *Dungeon!*

Enjoy your stay in Scales of War, and keep an eye out for next month’s installment.

Bejam's message found its way to Amyria just before the Coalition's first meeting in Sayre. Once the events of "Haven of the Bitter Glass" ended, freeing Nefelus became Amyria's top priority. She approached the Coalition and told them of Nefelus's problems, and their need for assistance. The Coalition agreed to send Amyria as an envoy to Nefelus in the hopes that aid to Nefelus might bring them out of seclusion and into the battle against the githyanki. They did so despite the protests of the Coalition's leader, Lord Torrance, who secretly still fears that adding Nefelus to the group will diminish Sayre's importance.

Amyria knew that she'd need assistance in case battle was necessary, and turned to the PCs to accompany her to Nefelus. Chartering a ship called *Brindol's Pride*, the adventure begins on board the ship as the characters near the icy ring surrounding Nefelus. The events of "Alliance at Nefelus" take place a few weeks after "Haven of the Bitter Glass" ended.

## ADVENTURE SYNOPSIS

The characters begin the adventure aboard *Brindol's Pride*, a warship flying under the colors of the Coalition. There, they are briefed by Amyria, a longtime and staunch ally of the characters. Recently she was named special envoy to Nefelus, the island nation magocracy led by a council of devas. On board the ship, they are briefed of the mission ahead—Nefelus is blockaded by an unknown antagonist, who has conjured a massive ice floe around the island and is assaulting the tropical land with the bitter cold of a northern winter.

The first task ahead of the PCs is to enter Nefelus. The ship is equipped with a specially designed ramming bow and a reinforced hull to break through

## THE QUESTS

In "Alliance at Nefelus," the PCs attempt to put an end to the drastic climatic changes being put forth from the massive iceberg lair called Icehome, just off the coast of the island of Nefelus. As a result of these actions, Nefelus will aid the Coalition, and the PCs can also attempt to convince one of their important magisters to join the Coalition. In addition, they retrieve an artifact known as the *Seed of Winter* from Icehome and can bring it back to Nefelus for research, and they can attempt to retrieve one of the members of the last expedition to the iceberg—a githzerai named Uarion.

### Major Quest—Save Nefelus

Nefelus's tropical climate is threatened by a massive ice floe just off its shore. A ring of ice has formed around the island, and the PCs must find a way to stop the encroaching cold from destroying the island's environment.

**Reward:** 5,000 XP (and 275 pp—the equivalent of three 15th- and one 14th-level treasure parcels—plus the *elemental prism* as promised by the Thraxinium).

the ice. The fog coming off the ice mixing with the hot tropical weather makes it particularly difficult to see the ice ring until the PCs are right on it, at which point they notice that they have company—a frost giant contingent patrolling the ice to ensure that none break through from either side. After dealing with the frost giants and breaking through the ice, the ship continues on to Nefelus.

Once the PCs arrive in Nefelus, they are taken to quarters to rest while Amyria meets with the Thraxinium. After a short while, Amyria asks the

### Major Quest—Persuade Bejam to Join the Coalition

Although succeeding in saving Nefelus endears the Nefelese to the PCs, it would be an even greater boon to have one of the Thraxi seated on the Coalition.

**Reward:** 5,000 XP.

### Minor Quest—Recover the *Seed of Winter*

Although the Nefelese don't know who is responsible for directing the attack on their island, they do know that the tool being used against them is a legendary artifact known as the *Seed of Winter*, long since thought to have been in the Feywild.

**Reward:** 1,000 XP.

### Minor Quest—Retrieve Uarion

The only survivor of the previous mission to the iceberg, the githzerai Uarion might still be alive. He is an accomplished mentalist and someone of importance to the Thraxinium.

**Reward:** 1,000 XP.

characters to accompany her to be introduced to Bejam, a member of the Thraxinium. Bejam explains what they know about the icy ring, the climate changes, the *Seed of Winter*, and the sightings of unusual sahuagin creatures. The characters are asked to journey to the ice floe and put a stop to the punishing cold and blockade that imperils Nefelus. In exchange, the Thraxinium rewards the PCs for their efforts and considers aiding the Coalition. However, time is running short for Nefelus; the cold assault is growing and the containment ritual will end soon.

The PCs need to head back through the icy ring, but to arrive at Icehome with little chance of detection, they can travel underwater. They are given three *apparatuses of Kwalish* to use to make it to the ice floe. Amyria stays behind to negotiate an alliance with Nefelus.

The characters attempt to dodge sahuagin patrols and make their way to the ice floe, discovering either the underground entrance to Icehome or the last remaining intact sailing ship of the previous expedition on the surface of the ice. Either way, they run into arctic sahuagin and must fight their way farther into Icehome.

Inside Icehome, the characters find a network of caverns occupied by creatures that are apparently subservient to or allied with Chillreaver, a double-headed white dragon that they might have glimpsed on their way into Icehome. In addition, they have the opportunity to learn information from a githzerai now allied with Chillreaver that journeyed with the last landing party from Nefelus.

As they ascend to the upper levels of Icehome, they must deal with Chillreaver's personal guards and, finally, the white dragon himself. He is engaged in a ritual to bring the full power of the *Seed of Winter* to bear on Nefelus, attempting to shatter the containment ritual the Nefelese have in place. The characters must fight Chillreaver and stop the *Seed of Winter* from generating the unnatural cold. Once the ritual is broken and Chillreaver defeated, Icehome begins to collapse and the characters must flee before they are crushed in the crumbling ice floe.

If they successfully return to Nefelus after defeating Chillreaver and retrieving the *Seed of Winter*, they can attempt to help Amyria convince Bejam to join the Coalition and fight alongside the forces of good against the githyanki invaders.

## PREPARING FOR ADVENTURE

“Alliance at Nefelus” has the PCs beginning with a blockade run to enter Nefelus, where they quickly turn around to leave for Icehome, the lair of Chillreaver and source of the Nefelese problem.

This adventure is relatively straightforward to start, but you should at least read the introductory material and the information on Chillreaver so you have an idea of what the group's up against. Most of the combat encounters inside Icehome are easy enough to run with limited prep time, although the first encounter (“H1. Blockade Run”) and first skill challenge (“Approaching Icehome”) should be allocated reading time.

## WHAT YOU NEED TO PLAY

This adventure includes the encounters the PCs face as they explore and adventure in the area. It also provides tactical maps and more for the adventure. If you and your players haven't read through the DUNGEONS & DRAGONS® 4th Edition rules yet, that is your first best step so that you make certain you understand the rules. Also as mentioned above, read through at least the first of the adventure's “chapters” before starting. This review enables you to become familiar with the material and the style of presentation. You might also want to take a look at the sections below regarding the adventure format.

## ADAPTING THE ADVENTURE

“Alliance at Nefelus” is designed with five players in mind. You can adapt the adventure for larger groups easily by adding more treasure and inserting a few extra monsters using the guidelines presented in the *Dungeon Master's Guide*®. When adapting the adventure for larger groups, keep it simple. Where possible, just add one monster whose level equals the encounter level for each additional PC. Otherwise, look for appropriate monsters from this adventure (see the Appendix, in particular) and the *Monster Manual*® or *Monster Manual 2* to help stiffen up the resistance. *Monster Manual 2* contains a great deal of new monsters appropriate for paragon tier play.

This adventure is also designed for 14th-level characters. As written, a slightly larger group of 13th-level characters can play through the adventure, but be sure to give the characters plenty of chances to take extended rests so that they can have a fair shot at surviving the expedition. For higher-level groups, adapting the adventure takes a bit more work. You need to add monsters and increase the treasure rewards to amounts appropriate for the characters. In all, adjusting the adventure is not too arduous, and with a little work, you can run this scenario for groups of three to eight players, and for characters of 13th through 16th level.

## TREASURE PREPARATION

As with previous installments of the Scales of War campaign, “Alliance at Nefelus” makes use of the parcel system of treasure rewards as described in the *Dungeon Master’s Guide*. The characters should accumulate fifteen parcels by the end of the adventure. Of these, they should gain the reward for completing the quests (four parcels for 27,500 gp or 275 pp and the *elemental prism*), and then whatever treasures they find along the way (the remaining ten). You can

supply these treasures in whatever way you wish, but the Treasure Parcels sidebar presents the most likely rooms to have treasure. During your preparation, assign parcels from those that follow to the rooms in the spaces provided. Use the players’ wish lists to come up with magic items for the first five parcels. (Consider saving at least one or two of the highest level magic items for later in the adventure, after the PCs have achieved 15th level.)

### TREASURE PARCELS

Parcel A:	Parcel 6	12 Behir Lair.
Parcel B:		12 Behir Lair.
Parcel C:		13 Xurgelmek’s Chamber.
Parcel D:		14 Uarion’s Fate (on Uarion’s person).
Parcel E:		15 Icy Sappers (in the crevasse).
Parcel F:	Parcel 9	16 Frost Giant Enclave.
Parcel G:		16 Frost Giant Enclave (on the person of Nara of the Waste).
Parcel H:		Chillreaver’s Treasure Chamber.
Parcel I:		Chillreaver’s Treasure Chamber.
Parcel J:		Chillreaver’s Treasure Chamber.

Based on the guidelines in the *Dungeon Master’s Guide*, the following parcels can go in the spaces above. Rely on the wish lists your players gave you for the first eight parcels.

- Parcel 1: Magic item, level 18.
  - Parcel 2: Magic item, level 17.
  - Parcel 3: Magic item, level 17.
  - Parcel 4: Magic item, level 16.
  - Parcel 5: Magic item, level 15.
  - Parcel 6: A small wooden box with an *elixir of invisibility*\* and 2 pieces of amber carved into stars (100 gp each).
  - Parcel 7: A sparkling blue diamond worth 5,000 gp and two *potions of vitality*.
  - Parcel 8: A velvet pouch with four ivory statuettes—a monkey, a snake, an elephant, and a panther (6,000 gp total for the set); and 1,000 gp.
  - Parcel 9: A large sack of gold coins (10,000 gp) minted in a northern land beyond the Winterbole Forest.
  - Parcel 10: A platinum ring with Bahamut’s symbol worth 2,500 gp and an ornate ruby-encrusted silver letter opener worth 1,500 gp.
- \*Found in *Adventurer’s Vault*™.

## STARTING THE ADVENTURE

This adventure begins several weeks after the events in the last Scales of War adventure, “Haven of the Bitter Glass.” The PCs have had a chance to rest and recover, and if they’re a little short on XP before tackling this adventure, you can run them through a side trek to get them to 14th level. Once the adventure begins, there is little time for the PCs to engage in any sort of activities outside the scope of the adventure.

### AMYRIA, ENVOY TO NEFELUS

A deva scion of Bahamut and force for good, Amyria is responsible for spearheading the efforts to bring together the Coalition against the githyanki incursion. Amyria has been tasked to become the special envoy to the isolationist island nation of Nefelus, due in part to her heritage (the rulers of Nefelus are all devas) and also because she has shown that she is a capable diplomat. She is passionate, caring, and charismatic. The PCs are her favorites when it comes to getting a job done, and thus she has taken them along to help with Nefelus’s problem.

Amyria’s statistics are in the tactical encounter “H1. Blockade Run.”

## STRIKING AN ACCORD

The adventure begins with the PCs aboard the *Brindol's Pride*, a specially outfitted caravel that is designed specifically to break through the ice ring that is cutting off the island nation of Nefelus from the rest of the world. Joining the PCs aboard is Amyria, the scion of Bahamut and recently appointed envoy to Nefelus. If the characters have participated in "Den of the Destroyer" or "Haven of the Bitter Glass," they're sure to know Amyria.



When the players are ready to begin, read the following:

*About a week ago, you left the city of Sayre at the behest of your friend and staunch ally Amyria, a deva scion devoted to Bahamut's cause and the opposition of evil in the world. She asked you to accompany her on a mission to the isolationist island nation of Nefelus. When she mentioned to you that you should dress for cold weather even though Nefelus's a tropical island, the questions started flying. She gave you a full briefing as you prepared to depart aboard Brindol's Pride, an odd-looking caravel with a reinforced hull and a sharpened steel bow.*

### WHAT THE PCS KNOW

The PCs were provided with the following information from Amyria at the outset of the mission. Amyria mentions that more information should be forthcoming once they arrive in Nefelus.

The tropical island nation of Nefelus is under assault by a sort of unnaturally cold weather. It is obvious to the Nefelese that this environmental change is being directed by a malign intelligence.

Nefelus is an isolationist nation run by a council of deva mages called the Thraxinium. They are known to be among the most knowledgeable arcanists in the world, and their storehouses of information contain secrets lost to the other civilized races. In addition, their navy is incredibly strong and bolstered by their ancient magic. With these two assets, Nefelus has remained fiercely independent until their recent call for aid to Amyria.

The chilling weather has become so intense that a ring of ice has formed around the island, trapping their ships and cutting off any travel to or from the

island. Although the Thraxinium is maintaining a ritual to keep the worst of the cold from assaulting the island proper, they cannot maintain it for much longer.

Amyria and the Coalition have decided to come to Nefelus's aid with the hopes that Nefelus will join the Coalition if they are successful. The captain of the caravel *Brindol's Pride* volunteered to have his ship fitted with the appropriate equipment to break through ice, and Amyria assembled a team (the PCs) to accompany her to the island.

**DC 22 Insight:** Amyria is keeping something from the characters, which is uncharacteristic of her. If pressed, she admits that she is uneasy about meeting other devas, especially some as ancient as members of the Thraxinium. She is also concerned that if she fails in this task, the Coalition forces will lack a key ally—one that can provide substantial military and magical support.

**When the PCs have been briefed, read the following:**

*Your journey to Nefelus is now almost complete. A massive bank of fog looms directly ahead, and the air becomes chilly. A cry comes out of the crow's nest from the lookout. "Iceberg to starboard!" Looking to the right, you can see a gigantic, shadowed mass far off in the fog, and it stands at least 100 feet tall.*

*You continue on, the waves licking at the hull of the ship, and then finally, after a few more cold hours, the fog begins to lift and you see a thick ring of ice floating up ahead. Smaller chunks of ice, some the size of large wagons, bob up and down in the water near the ship. Just as you see a clear picture of the ice ring and the captain is preparing to ram, you notice that several large forms become visible through the mist.*

**Tactical Encounter:** H1. Blockade Run (page 18).

## WELCOME TO NEFELUS

After their run-in with the frost giant patrol, the ship continues on to the port of Nefelus.

*You sail on through the cold and fog for another mile or so. Abruptly, the fog lifts, the sun shines, and you are awash in the steamy heat of a tropical paradise.*

*As the ice rapidly melts off the ship's bow, you see a city rise before you, clinging to the massive cliffs of an inlet. All around you in the bay, fishing boats and naval vessels meander about, clinging close to the shores. Many more are docked along the cliff shores. Switchback stairs, walkways, and small wooden buildings dot the lush cliffsides. At the far top of the cliffs, hundreds of feet in the air, larger wooden structures are packed tightly together, huddled close to the cliff's edge and away from the dense rainforest that surrounds the city. At the horizon, a great domed structure rises above all to dominate the skyline; from this distance, it looks like a temple or perhaps a university.*

Amyria explains to the PCs that the Nefelese don't have many visitors from the mainland, and it is both an honor and a privilege to be allowed to enter as guests. She also explains that Nefelus is both the name of their capital and nation, and that few other settlements are on the island. She can also provide most of the information in the sidebar on Nefelus if asked (except for the names of the taverns and supply shops), since she has been briefed by the Coalition upon being appointed special envoy.

## NEFELUS'S HISTORY

A character knows the following information with a successful History check.

**DC 11:** *Nefelus is an island nation ruled by a council of deva mages called the Thraxinium. Nefelus has one of the largest known contingents of devas in the world; some say that almost the entire island is sacred ground and most devas reincarnate here. All citizens of prominence are devas. The Nefelese have remained isolationist for at least the last two centuries, having little contact with the mainland.*



**DC 18:** *The Nefelese believe that knowledge and magical prowess are the two greatest attributes an individual can possess. Their ancient and massive Great Library, which also serves as their governmental seat, university, and temple to Corellon and Ioun, is said to contain secrets long lost to the rest of the world.*

**DC 23:** *The Nefelese have lived on this island for as long as anyone can remember, and in times past, they used to trade and relate to the other nations of the world. However, a threat from the Elemental Chaos more than two centuries ago almost destroyed their idyllic culture. They blamed the other civilizations for their ignorance, and after ensnaring the threat and locking it away in the world, withdrew almost all ties to the mainland.*

## NEFELUS

Capital and only city of the tropical island nation bearing the same name, Nefelus is built among the vegetation on either side of the high cliffs of an inlet.

**Population:** 32,500; few live more than a mile from the cliffside shores, since the rainforest beyond is dense. Most of the residents are devas; there is a minority population of eladrin, elves, gnomes, half-elves, and humans here. The rest of the races are unknown to Nefelus, although some say that dwarves, dragonborn, and goliaths live in the mountains in the interior of the island.

**Government:** Nefelus is a magocracy, ruled by a council of seven deva mages called the Thraxinium. The council is elected once every ten years by devas that possess the ability to cast rituals. No other Nefelese citizens are allowed to vote for the Thraxinium. The government sits in the Great Library, a massive domed structure that rises above all other buildings and is also the university, library, and main temple complex to Corellon and Ioun. In foreign affairs, Nefelus is isolationist, conducting only limited trade and relations with the outside world.

**Defense:** Nefelus is without a standard army or militia, having rebuked any external threats with their magic or naval might. Rather, they have the Nefallum, an organized military force consisting of approximately 100 deva mages, answerable to the Thraxinium. They also have a 200-ship navy known as the Sea Sentinels, consisting of about 2,500 officers, sailors, and marines. Their naval vessels are often powered by magic and are considered some of the finest crafted in the world.

**Inns:** Due to its isolationist nature, there is little profit to be had for an innkeep. Those that seek boarding can arrange such with a boarding house.

**Taverns:** Navah's House of Spirits, Gertie's Brown Bottle, The Green Parrot.

**Supplies:** Gamal's Gear, Nefelus Outfitters.

**Temples:** The Great Library (Corellon and Ioun), The Valorous Spire (Bahamut), Brighthall (Pelor); Melora is worshiped at small shrines in most homes and by sailors.

## MEETING BEJAM

Meeting the deva Thraxi is an important event. The PCs have the chance to make a good impression on the leadership of Nefelus.

**Roleplaying Encounter:** Meeting Bejam (page 21).

Once the PCs have agreed to help Nefelus out, Bejam escorts them out of the sitting room into the entry hall where the PCs meet up with Amyria. He asks the PCs if he can provide any mundane provisions for the PCs, and he offers up spiked ice shoes if the PCs want them.

*With Amyria in tow, Bejam escorts you down one of those mysterious hallways that leads farther into the Great Library. At the end of the hall, a spiral staircase leads down into the darkness. As you descend down, softly glowing orbs affixed to the walls light your way. The stairs continue for hundreds of feet. Eventually, you come to a door with a strange series of sigils on its face. Bejam softly intones some words and the sigils flash. He opens the door, revealing a workshop with all sorts of tools and arcane objects lying about on various tables.*

*Beyond the workshop, the cavernous room is what looks to be a dock, but no tunnel leads out into a waterway. Floating in the pool are three curious objects; they look like giant silvery lobsters with glass windows where their eyes should be. You can see seats and a number of levers through the windows; these appear to be a sort of vehicle.*

Bejam explains that those three vehicles are known as *apparatuses of Kwalish*, named after the wizard that invented them. He then continues to brief the PCs on their mission in a conversational manner.

- ◆ When we realized that the first ships were attacked and the ice ring blockaded us, we prepared these vehicles for use. They are submersible craft.



- ◆ The PCs are to pilot the *apparatuses of Kwalish* to the iceberg so they arrive without much notice. The previous attempts at traveling by ship and the presence of the ice ring make conventional means of getting there riskier.
- ◆ Each *apparatus* can carry two people. One of the two needs to be piloting at all times; the other should keep lookout and can operate the claws if needed. The vehicles are equipped on the lever console with a homing arrow that has been attuned to the iceberg such that the arrow always points toward the iceberg.
- ◆ It should take approximately 3 hours to reach the iceberg from here. The vehicles are easy enough to pilot. You need to surface the vessels after you arrive so that the air can be replenished; there's only enough air in one of these to take you there. (Bejam gives the PCs a quick course in piloting the *apparatus*.)

*After your piloting instructions, Bejam assembles you all at the dock. "I have two more items for you to take with you. I am certain that they will be of aid to you on the mission." He produces a small flickering prism and a scroll tube from his robe.*

*"This object is called an elemental prism. We know that the Seed of Winter grants creatures under its influence resistance to cold attacks, and the prism allows the user to circumvent such defenses while providing the user with protection."*

*"The ritual inked on this scroll is called Solace Bole. It will transport you to a small secluded place in a pocket plane where you can rest and regroup. Time will pass normally there, but when you return, only an hour will have gone by. With the short amount of time we have before our defenses are shattered, you might find this necessary."*

Statistics for the *apparatus of Kwalish* can be found in *Adventurer's Vault* (page 17), and statistics for the *elemental prism* and the Solace Bole ritual are located in Appendix II (see page 50). The *elemental prism* is considered a treasure parcel for the party, since they keep it at the conclusion of the adventure.

Bejam can also obtain any other mundane provisions the PCs think that they might need for the journey, including spiked ice shoes that might provide them with better grip on areas of slick ice, at the cost of speed (see "Using Ice Shoes" on page 13).

Bejam wishes the PCs good luck on their mission and helps the PCs enter the vehicles if needed.

#### **As the PCs are ready to depart in the submersibles, read:**

*Amyria asks one of you to reopen the hatch. She leans in and says quietly, "One last thing before you leave. I think that it might be possible to convince Bejam to join the Coalition as a representative of Nefelus. I will stay here and attempt to work toward that goal, but ultimately it will depend on the success of your mission. May the platinum dragon bring justice to our enemies."*

## APPROACHING ICEHOME

Once inside the *apparatuses*, the PCs must travel through the depths of the sea to Icehome.

**Skill Challenge:** SC1. Traveling to Icehome (page 23).

## ICEHOME

Constructed from Chillreaver's will and the power of the *Seed of Winter*, Icehome is the epicenter of the climate changes and the white dragon's lair. It is still continuing to grow, and a floating ice bridge miles long connects it to the ice ring off the coast of Nefelus. Only two entrances lead into Icehome; either through the mountainous calderalike opening at the top of the iceberg (which the dragon, ice gargoyles, and frost giants use), or the undersea entrance that the arctic sahuagin use.

Icehome was formed only recently, and the bottom levels of the iceberg lair are still in a rough state. Chillreaver has concentrated most of his recent energy on creating the ice ring blockade that surrounds Nefelus and hasn't had the opportunity yet to refine the under-dwellings.

Icehome consists of three levels. On the lowest level, the arctic sahuagin baron Xurgelmek and an eye of frost beholder maintain order among the other arctic sahuagin and their pets. This level is also just below the surface of the sea, and the entrance to Icehome is underwater. This level is connected to the second level by a shaft that the beholder commonly uses to give reports on the sahuagin to the frost giants.

Frost giants rule the second level of Icehome; in particular, a frost giant ice shaper named Nara of the Wastes heads up the forces. In addition, Chillreaver has designated this level as the place to keep prisoners, since the frost giants are better organized and less prone to outright savagery than the sahuagin. An ice bridge leads directly up to the third level.

The top level is Chillreaver's lair and is the most refined of the three levels. Chillreaver has begun the process of shaping the ice into a grand fortress for

himself, and his ice gargoyle creations wait patiently for his instructions in the entry hall. The dragon's main chamber is where he keeps the *Seed of Winter*, and he attends to it regularly, guiding its power with his will. In Chillreaver's treasure room, a shaft leads out the top of Icehome, through the caldera.

## FEATURES OF ICEHOME

The following features are common in Icehome.

**Illumination:** The inside of Icehome is illuminated by a strange soft glow emanating from the walls of the chambers. Unless otherwise noted, all areas are brightly lit. Underwater areas are dimly lit.

**Walls and Floors:** Since Icehome is constructed completely of ice, it stands to reason that traversing the ground might be a little hazardous. Thankfully, the lower two levels are spotted with snow and are easier to traverse. On these two levels, unless otherwise noted, the terrain is treated as normal terrain. The top level is slick, however, and creatures without ice walk (or another means of travel such as flying or teleporting) treat the terrain as difficult terrain and are moved 1 extra square when subjected to forced movement.

**Using Ice Shoes:** If a PC is wearing ice shoes (either given to them by Bejam or found in Icehome), it gives them -1 speed, but they are considered to have ice walk.

**Stalagmites:** Many stalagmites are on the two lower levels of Icehome; these are treated as blocking terrain, but creatures can cut the corners while moving around them.

**Frigid Cold:** Icehome's interior and exterior is considered an area of cold weather. Every 8 hours a PC is in Icehome without resistance to cold, the PC must succeed on a DC 22 Endurance check or lose a healing surge. If the PC has no healing surges left when the check is failed, the PC loses hit points equal to the character's level. See the *Dungeon Master's Guide*, pages 158-159 for more information.

## EXTENDED RESTS

Taking extended rests at the wrong place in Icehome is difficult. In addition, should Chillreaver's forces go on alert, the situation becomes dicey for the PCs. Also, the PCs need to consider an element of time—they have less than 24 hours to stop Chillreaver before Nefelus's magical defenses fall and the island is assaulted by the climate change.

## INVESTIGATING ICEHOME'S EXTERIOR

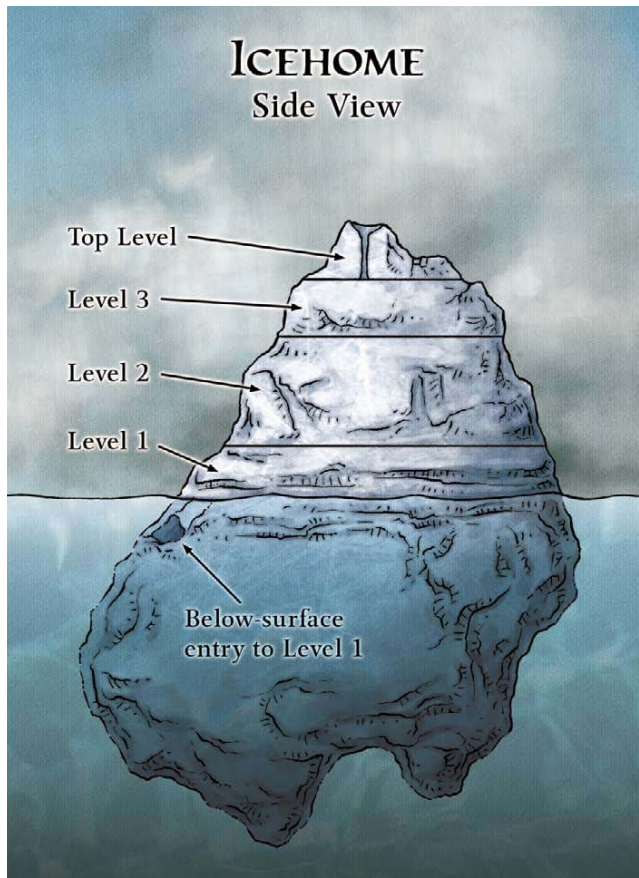
If the PCs decide to investigate the surface of Icehome instead of going inside the undersea entrance, they find an intact Nefelese sailing vessel pulled partially ashore. If they go aboard, it is clear that the ship has been ransacked of all valuables, and there appears to have been a bloody battle, although no crew remains. The ship is otherwise in sailing condition, and with a crew of four, can be readied quickly to depart.

A DC 23 Perception check outside the ship reveals webbed tracks leading back to the sea and drag marks spotted here and there with blood. Uarion's tracks up the side of the iceberg have long since been concealed by the wind and snow.

If the PCs tarry too long here, they might encounter a frost giant patrol consisting of three frost giant scouts and a frost giant (a level 14 encounter worth 4,600 XP).

However, the PCs do have a few options. First, the Solace Bole ritual should allow the PCs to disappear from the area, rest up, and return with only 1 hour passed. This can be absolutely critical when used at the right time, since it gives the party an extended rest on demand.

The other option to resolve a more mundane, 6-hour extended rest is to clear a level of Icehome and then camp in the cleared level. Most of the creatures don't journey into the levels below where they normally live, so the party should be relatively safe if the denizens of Icehome aren't actively looking for the PCs.



If the PCs are careful enough, they could have two extended rests within the 24-hour time frame, thanks to the ritual. This should be sufficient for groups that manage their resources effectively.

## 1. ENTRANCE CAVERN

This area is where the arctic sahuagin guards and raiders congregate. The undersea entrance opens up here onto the icy cavern floor. To the southeast, a water-filled tunnel flows into Xurgelmek's chamber.

**Tactical Encounter:** 11. Entrance Cavern (page 24).

## 2. BEHIR LAIR

Natural stairs ascend up into this expansive cavern. The floor here is dotted with stalagmites, as with other areas of this level. Two ledges, one to the east and the other to the south, connect with Xurgelmek's chamber and rise 10 feet from the floor. The sahuagin keep an icetouched behir that frost giants brought recently. The icetouched behir has been affected by the *Seed of Winter*, and it has been kept happy by a steady diet of Nefelese from their last failed attempt to investigate Icehome, but it grows hungry again.

**Tactical Encounter:** 12. Behir Lair (page 26).

## 3. XURGELMEK'S CHAMBER

The leader of the arctic sahuagin, a baron named Xurgelmek, dwells in the western half of this chamber. A 20-foot high ledge splits the chamber in half, and a beholder eye of frost dwells in the other half of the chamber, keeping guard on the shaft leading up to the second level and where the frost giants dwell.

**Tactical Encounter:** 13. Xurgelmek's Chamber (page 28).

## 4. ELEMENTAL FARM

An eerie glow bounces off the stalagmites in this room. To the west, a pair of ledges rises up to give a commanding view of the room. Chillreaver enjoys projects, and several of the stalagmites in this room are cocoons for servitor elementals that are waiting to be activated. Uarion, the missing githzerai mindmage, has also fallen under the sway of Chillreaver and the *Seed*, and they are here, as well. Uarian has oversight of the elementals. The chamber exits in a tunnel to the north.

**Tactical Encounter:** 14. Uarion's Fate (page 31).

## 5. UMBER HULK LAIR

The defining feature of this chamber is the crevasse splitting the ice in the center of the room. More stalagmites dot the floor, and a newly excavated tunnel in the southeast region of the chamber leads to the frost giant enclave. Another tunnel leads to the north, but it is partially blocked by a massive stalagmite.

**Tactical Encounter:** 15. Icy Sappers (page 34).

## 6. FROST GIANT ENCLAVE

This massive chamber is the home of the frost giants. A slippery ice bridge rises to the grand hall on the next level, and a cold stream pools up near a natural staircase on the far side of the ice platform, nearly cutting the room in two. Unlike the other chambers on this level, the whole of the floor is devoid of stalagmites. Nara of the Wastes keeps her retinue here, and they use their linked portal to travel back to their northern home when necessary.

**Tactical Encounter:** 16. Frost Giant Enclave (page 35).





## 7. GRAND HALL

Chillreaver's refinements start to show in this room, since it appears to be constructed with precision rather than crudely or naturally shaped. The room contains six ice pillars that lead into the main chamber, where a number of ice gargoyles stay motionless and await the commands of their master or unauthorized visitors. A secret door to the south leads to the treasure chamber, and to the east an illusory sliding ice wall provides access to Chillreaver's main chamber.

**Tactical Encounter:** 17. Gargoyles in the Hall (page 38).

## 8. CHILLREAVER'S CHAMBER

This impressive chamber is dominated by a pedestal that rises 50 feet from the floor. On top of the pedestal is the *Seed of Winter*, glowing with the cold beams of the ten *silver mirrors* set into alcoves along the north and south sides of the top level walkway. Along the eastern wall is a massive dais inscribed with runes of power that Chillreaver uses to augment the effects of the *Seed of Winter*. To the south, a secret door allows access to the treasure chamber.

**Tactical Encounter:** 18. Chillreaver's Seed (page 40).

## 9. TREASURE CHAMBER

Accessible only through secret entrances to the north and west, this chamber has a platform 30 feet above the floor that cuts the room in two. Icy pillars mark the boundary of the platform and the floor below. On the platform is Chillreaver's treasure hoard, as well as an exit shaft leading out of Icehome to the top of the iceberg.

**Illumination:** This area is brightly lit.

**Ceiling:** The ceiling is 60 feet from the lower floor.

**Floor:** The floor here is treated as difficult terrain for anyone moving on it without ice walk. In addition, creatures without ice walk standing on the floor are moved 1 additional square when subjected to forced movement.

**Platform:** Roughly half of the room is 30 feet above the lower floor. On this platform are the interesting baubles and spoils of Chillreaver's conquests (his treasure parcels are found here).

**Exit Shaft:** This smooth ice shaft is 15 feet in diameter and heads out the top of Icehome (see "Escape from Icehome" for more information). It requires a DC 30 Athletics check to climb up it. After 40 feet, the terrain becomes a bit easier to climb since it gradually slopes upward for another 40 feet (DC 10 Athletics check to climb) before again becoming a 50-foot sheer climb to the top of the rim (DC 25 Athletics check to climb).

## RETURN TO NEFELUS

After the PCs escape from the destruction of Icehome, they can return back to Nefelus to report the details of their mission to Amyria and Bejam, and then they can attempt to convince the Thraxus to become part of the Coalition.

*With the defeat of Chillreaver and the destruction of his iceberg lair, the weather begins to warm. As you approach the island nation, the icy ring has already begun to crack and break into swiftly melting floes of ice.*

After the PCs dock their vessel, they are taken back to the Great Library to meet once again with Amyria and Bejam. The PCs can relay what has occurred on the iceberg.

If the PCs brought back the githzerai mindmage Uarion, Bejam is thankful for his return, and promises to have their best priests tend to him.

If the PCs return with the *Seed of Winter*, Bejam asks to have the Thraxinium study it before handing it back to them.

**If the PCs mention the silver mirrors used to augment the power of the *Seed of Winter*:**

*Bejam looks concerned at this news. "Ten, you say? We are still missing a few more, and if their magic can be perverted to power a fell artifact, who knows for what else the mirrors have been appropriated."*

**When the PCs are finished telling their story, read:**

*"Our gratitude runs deep for what you've done today. We will reward you handsomely for your efforts, and you can be sure that Nefelus will provide aid to your cause on the mainland. Would there be anything else you'd ask of us?"*

*You catch Amyria's eye as Bejam awaits your answer.*

## ESCAPE FROM ICEHOME

Upon significantly reducing the *Seed of Winter's* power, the magic energy sustaining Icehome begins to unravel and the structure starts to collapse. The PCs must move away from the iceberg before it completely collapses!

**When the PCs disable the *Seed of Winter* trap, read:**

*The *Seed of Winter* is knocked free of its position on the pedestal. A crackling blast of white frost resonates out from the *Seed*, through the room, and beyond.*

**After 5 more combat rounds (if necessary), read:**

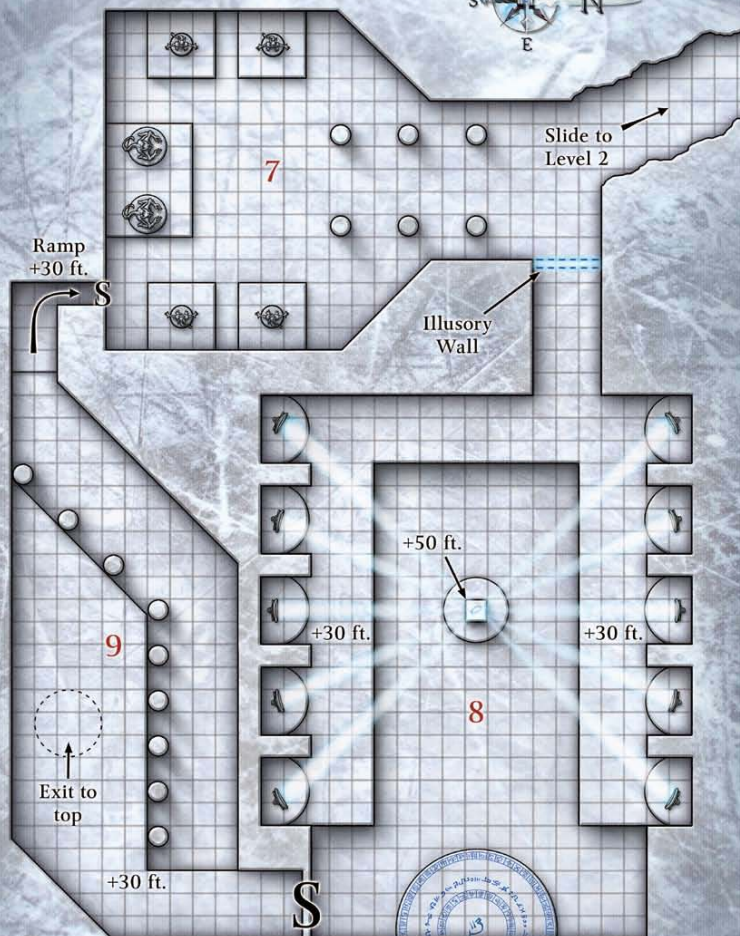
*The floor begins to vibrate as a rumbling sound is getting increasingly louder. That noise is soon overtaken by a deafening "Crack!" You soon come to the conclusion that the iceberg is crumbling apart!*

The PCs must now participate in a skill challenge to escape from Icehome before it becomes their tomb. It doesn't matter which way they go—down to the undersea entrance to take off in the apparatuses of Kwalish or up to the top of the iceberg to make their way back down to the shore and the last Nefelese vessel out (see "Investigating Icehome's Exterior" on page 13 for more information about the Nefelese ship).

If the PCs are still engaged in combat with Chillreaver, it might make for an exciting finale to weave the skill challenge as the characters escape the crumbling iceberg in with the battle.

**Skill Challenge:** SC2. Escape from Icehome (page 43).

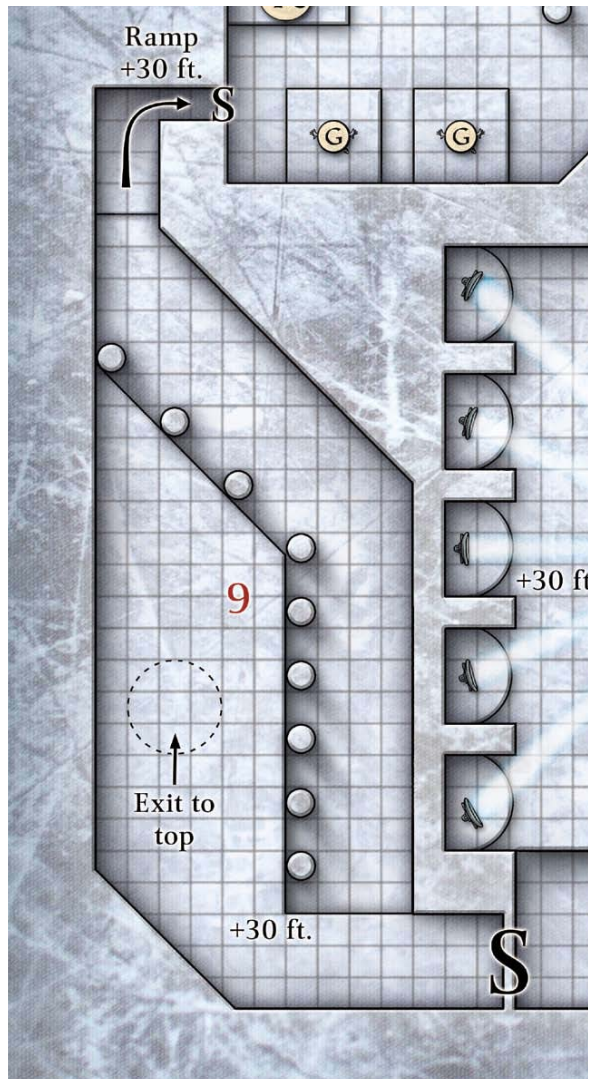
## ICEHOME Level 3



One square = 5 feet

If the PCs decide to take Amyria's cue, they might ask Bejam to personally join the Coalition on behalf of his nation.

**Skill Challenge:** SC3. Convincing Bejam (page 44).



## CONCLUDING THE ADVENTURE

The PCs have defeated Chillreaver and saved the island nation of Nefelus from a great disaster. In so doing, the Nefelese have decided to end their isolation and are sending both magical and naval aid to the Coalition. If they were convincing enough, the PCs might have persuaded Bejam, one of the Thraxinium of Nefelus, to personally join the Coalition to give his people a voice in the fight against the githyanki threat.

After a few days of rest in the tropical island weather, Amyria and Bejam are ready to return to the mainland and to the Coalition. Amyria speaks little of her recently discovered past with the Nefelese. As promised, the *Seed of Winter* is returned to the PCs, who are told that it is vitally important that one of them hold on to it until its true purpose becomes known. They can relate the story of the *Seed of Winter* from their research (see Appendix 2 for more information). Uarion is nursed back to health, since the changes wrought by Chillreaver and the *Seed* fade within hours of his return to Nefelus.

**Read the following at the conclusion of the adventure, which leads the PCs into the next installment of the Scales of War adventure path, “Throne of the Stone-Skinned King.”**

*As you assemble at the dock in Nefelus, Bejam gives his regards to his assembled family and friends. While Bejam is distracted with his goodbyes, Amyria leans in to speak with you in a troubled tone.*

*“I have just received a message from Fariex. He is brief, since he communicated by using a Sending ritual. The Coalition has suffered great losses. They are in chaos and in dire need of new leadership. We must return immediately.”*

## WHAT HAVE THE PCs LEARNED?

At the conclusion of “Alliance at Nefelus,” the PCs should learn the following information.

- ◆ The isolationist island of Nefelus, known for its vast stores of ancient knowledge and formidable navy, has decided to aid the Coalition.
- ◆ Bejam, a deva spellcaster and member of the magocracy that governs Nefelus, has (most likely) decided to accept a seat on the Coalition.
- ◆ The PCs have recovered an artifact known as the *Seed of Winter* from a two-headed white dragon known as Chillreaver. The artifact was given to Chillreaver by a fomorian king from the Feywild named Cachlain.
- ◆ Many silver mirrors that were placed all around the world and used as communication devices by the Nefelese have gone missing. Some turned up in Chillreaver's lair, having been repurposed for augmenting the *Seed*. Many more are still missing.
- ◆ Members of the Coalition have been attacked and possibly slain, and the council is falling into chaos. The Coalition is looking for a new leader.

## HI: BLOCKADE RUN

Encounter Level 18 (10,800 XP)

### SETUP

1 Amyria, Envoy to Nefelus (A)

5 frost giant scouts (S)

3 frost giants (F)

As the ship *Brindol's Pride* closes in on the icy ring to break through the frozen blockade, a frost giant patrol attacks the PCs and possibly the ship.

As *Brindol's Pride* approaches the ice ring, read:

*Several frost giants take form out of the freezing fog. Some wield enormous frozen greataxes and others draw back frosty bows with ice arrows. They are positioned on the ice ring, where they are preparing to attack, while the ship continues to move toward the ice at ramming speed!*

The PCs are on the deck of the ship when combat begins, along with Amyria. Make sure to roll initiative for Amyria along with the PCs, since she leaps into the fray to fight the giants as well. You might wish to make a copy of Amyria's stat block and hand it to one of the more experienced players to control her for this fight, or if a PC falls unconscious, allow that player to play her until his or her character is back in the action.

### DEVELOPMENT

Roll initiative for the ship and add a +2 modifier. When it comes to the ship's initiative, the ship moves straight forward until it reaches the ice ring, and then slams into the ice. Make an attack at +18 vs. Fortitude against all characters standing on the deck of the ship when it rams the ice ring. On a hit, the target is knocked prone.

On each subsequent turn, the ship breaks through part of the ice ring. Move the ship forward 1 square. Once it is completely free of the ice ring (no ship squares are in the squares that were occupied by the ice ring), it continues forward at a speed of 6 squares. The PCs might need to head back on the ship at that point if they have disembarked to fight.

### TACTICS

Unless played by another player, Amyria readies an action to jump off the ship and charge the nearest giant when the ship contacts the ice ring. She attempts to rally the PCs close enough to her to affect them with *crusader's assault* and the *aura of recovery*.

The frost giant scouts attempt to keep the PCs at range, and they open up with their *chillshards* if they can affect multiple PCs on the ship. They continue to move and shoot with *icy arrows*, and they even consider jumping onto an ice floe if it gives them a tactical advantage. When the last of the scouts becomes bloodied, he attempts to flee the combat, running along the ice ring back toward Icehome (which is about 2 miles from this area).

The frost giants attack any PCs that come close enough to them; if they have no real options, they start attacking the ship with their greataxes. They use their handaxes only if there's no other option that presents itself. Unlike the scouts, the frost giants fight to the finish.

<b>Amyria (A)</b>	<b>Level 14 Elite Soldier (Leader)</b>	
Medium immortal humanoid	XP 2,000	
<b>Initiative</b> +16	<b>Senses</b> Perception +12	
<b>Aura of Recovery</b> aura 3; allies that start their turn in Amyria's aura gain a +2 bonus to all saves until the start of their next turn.		
<b>HP</b> 252; <b>Bloodied</b> 126		
<b>AC</b> 30; <b>Fortitude</b> 24, <b>Reflex</b> 27, <b>Will</b> 28		
<b>Resist</b> 10 radiant		
<b>Saving Throws</b> +2		
<b>Speed</b> 8		
<b>Action Points</b> 1		
⬇ <b>Longsword</b> (standard; at-will) ⬆ <b>Radiant, Weapon</b> +21 vs. AC; 1d8 + 7 damage, and the target is marked until the end of Amyria's next turn. While so marked, if the target doesn't attack Amyria, the target takes 7 radiant damage.		
⬇ <b>Double Attack</b> (standard; at-will) ⬆ <b>Radiant, Weapon</b> Amyria makes two longsword attacks.		
⬇ <b>Crusader's Assault</b> (standard; requires longsword; at-will) ⬆ <b>Radiant, Weapon</b> +21 vs. AC; 1d8 + 7 damage plus 1d8 radiant damage, and one of Amyria's allies within 10 squares can make a basic attack as a free action against the same target.		
✂ <b>Bahamut's Accusing Eye</b> (standard; at-will) ⬆ <b>Cold, Radiant</b> Ranged 10; +18 vs. Reflex; 2d8 + 7 cold and radiant damage, and ongoing 5 cold and radiant damage and the target is slowed (save ends both).		
<b>Memory of a Thousand Lifetimes</b> (free, when the Amyria makes an attack roll, a skill check, or an ability check and dislikes the result; encounter) Amyria adds 1d6 to the triggering roll.		
<b>Alignment</b> Lawful good	<b>Languages</b> Common, Draconic, Supernal	
<b>Skills</b> Diplomacy +15, Religion +17		
<b>Str</b> 10 (+7)	<b>Dex</b> 12 (+8)	<b>Wis</b> 21 (+12)
<b>Con</b> 12 (+8)	<b>Int</b> 18 (+11)	<b>Cha</b> 16 (+10)
<b>Equipment</b> plate armor, longsword		

## FEATURES OF THE AREA

**Illumination:** The fog provides concealment to targets 10 squares or farther away.

**Ice Ring:** The ring has enough snow on top to provide traction, and it is treated as normal terrain.

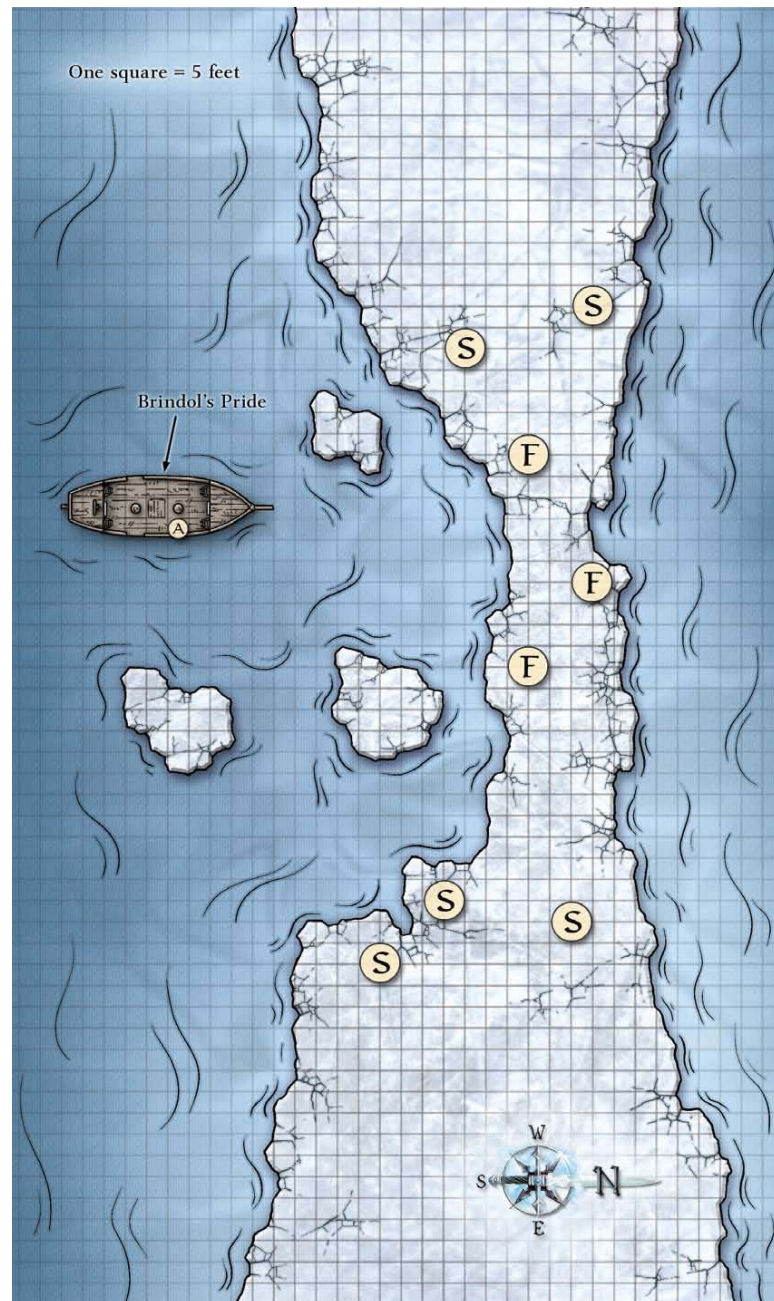
**Ice Floes:** A number of ice floes are present in the water near the ship and the ice ring. These are all a bit slippery and are treated as difficult terrain. A creature subject to forced movement while on an ice floe is moved an additional square. Creatures with ice walk ignore the difficult terrain and additional forced movement.

**Brindol's Pride:** The ship has a crew of 12 besides Amyria and the PCs, 300 hit points, a swim speed of 6 squares, AC and Reflex defenses of 2, and a Fortitude defense of 30. If the ship drops to 0 hit points, its hull is breached and it starts to sink. Its movement is reduced to 0, and it sinks into the sea in 3 rounds. The PCs might need to think quickly to save the crew and they have to swim one mile in freezing cold water (see the *Dungeon Master's Guide*, page 159, to see how characters are affected by frigid cold) to the port of Nefelus before they are rescued.

## AFTERMATH

Keep in mind to divide the XP share by an extra participant due to Amyria's assistance in the combat. So, if you have five PCs, you should award each PC one-sixth of a share instead of one-fifth.

When the encounter is finished and the ship has broken through the ice ring, go to "Welcome to Nefelus" on page 10.





**5 Frost Giant Scouts (S) Level 15 Artillery**

Large elemental humanoid (cold, giant) XP 1,200 each

**Initiative** +13 **Senses Perception** +17

**HP** 115; **Bloodied** 57

**AC** 28; **Fortitude** 26, **Reflex** 28, **Will** 27

**Resist** 15 cold

**Speed** 9 (ice walk)

 ⊕ **Icy Spear** (standard; at-will) ♦ **Cold, Weapon**

Reach 2; +20 vs. AC; 1d10 + 6 cold damage.

 ⊕ **Icy Arrow** (standard; requires longbow; at-will) ♦ **Cold, Weapon**

Ranged 20/40; +22 vs. AC; 1d12 + 8 cold damage, and the target is slowed until the end of the frost giant scout's next turn.

 ❄️ **Chillshards** (standard; recharge ☹️ ☹️) ♦ **Cold, Weapon**

 Area burst 1 within 20; +20 vs. Fortitude; 1d12 + 8 cold damage, and the target is slowed and cannot take immediate or opportunity actions until the end of the frost giant scout's next turn. *Afterslow:* The target is slowed until the end of the frost giant scout's next turn.

**Tundra Hunter** (standard; recharges when first bloodied)

 The frost giant makes a melee or ranged attack. If the attack hits, the target gains vulnerable 10 cold (save ends). *Afterslow:* The target gains vulnerable 5 cold (save ends).

**Quick Release**

The frost giant scout does not provoke opportunity attacks when it makes ranged or area attacks.

**Icebound Footing**

When an effect pulls, pushes, or slides a frost giant, the giant moves 2 squares less than the effect specifies. Also, a frost giant can make a saving throw to avoid being knocked prone.

**Alignment** Evil **Languages** Giant

**Skills** Athletics +16, Stealth +18

**Str** 19 (+11) **Dex** 23 (+13) **Wis** 20 (+12)

**Con** 19 (+11) **Int** 10 (+7) **Cha** 10 (+7)

**Equipment** hide armor, spear, longbow, 40 arrows

**3 Frost Giants (F) Level 17 Brute**

Large elemental humanoid (cold, giant) XP 1,600 each

**Initiative** +11 **Senses Perception** +13

**HP** 201; **Bloodied** 100; see also *dying swipe*
**AC** 29; **Fortitude** 32, **Reflex** 27, **Will** 28

**Resist** 15 cold

**Speed** 8 (ice walk)

 ⊕ **Icy Greataxe** (standard; at-will) ♦ **Cold, Weapon**

Reach 2; +20 vs. AC; 4d6 + 7 (crit 8d6 + 31) cold damage.

 † **Dying Swipe** (when the frost giant drops to 0 hit points)

 The frost giant makes an *icy greataxe* attack.

 † **Chilling Strike** (standard; recharge ☹️ ☹️) ♦ **Cold, Weapon**

Reach 2; +20 vs. AC; 2d6 + 7 cold damage, and the target gains vulnerable 10 cold (save ends).

 ✂️ **Icy Handaxe** (standard; at-will) ♦ **Cold, Weapon**

Ranged 5/10; +20 vs. AC; 2d8 + 7 cold damage.

**Icebound Footing**

When an effect pulls, pushes, or slides a frost giant, the giant moves 2 squares less than the effect specifies. Also, a frost giant can make a saving throw to avoid being knocked prone.

**Alignment** Evil **Languages** Giant

**Skills** Athletics +19

**Str** 23 (+14) **Dex** 16 (+11) **Wis** 20 (+13)

**Con** 21 (+13) **Int** 10 (+8) **Cha** 12 (+9)

**Equipment** hide armor, greataxe, 3 handaxes


## MEETING BEJAM

**Roleplaying Encounter**  
**Encounter Level 14**

### RUNNING THIS ENCOUNTER

The PCs disembark at the port, and they are led up the cliffside walkways and through the crowded city streets to the Great Library, where they are given the opportunity to rest and then meet with Bejam, a member of the Thraxinium.

Play up the sights of Nefelus. This is a city unlike others the PCs have likely visited. The Nefelese are powerful mages and use their knowledge to enhance their city in many ways. The closest comparison is Sayre, in the PCs' experience, but even that city of sages and artists pales in comparison to Nefelus.

*Once the ship is docked, you leave the mundane tasks to the crew and depart with Amyria into the wondrous city of Nefelus. Scaling up the sides of a verdant cliff dotted with buildings that smell like fish and the salty spray of the sea, you reach the top and are nearly lost in the crowded, busied masses of people moving about. Even in the midday sun, the crowds move rapidly this way and that, but they always appear to be aware of your presence and never bump or brush up against you.*

*You continue to make your way through the wooded streets, rife with the sounds of conversation, the chatter of tropical birds, and the constant whispering of the breeze through the exotic trees. After navigating through this urban maze for well over two hours, the entrance to the Great Library is before you. All you need do now is climb the hundreds of stairs to the domed complex's yawning gate.*

*Amyria looks to you and says, "Here we are. We're to meet one of their council in the entry hall. His name's Bejam. Let's go upstairs and see if we can ask around for him."*

**When the PCs head up the stairs and go inside the Great Library, read:**

*A great entry hall stretches on for what seems like hundreds of feet. Each direction is dotted with multiple hallways and doors leading farther into the complex. Above, you can see the beautiful blue sky streaming through the glass dome, but you're certain that from the outside, the dome looked like it was crafted out of wood. In the center of the hall, a hundred-foot-high orrery depicting the planes and the world gleams in the sun. The surfaces in the orrery's universe shift and move, as though alive with activity.*

*Just as you come to the realization that the stifling, humid air has abated, a male deva dressed in a shimmering blue-violet robe with small platinum wings adorning his back approaches you. He smiles at your retinue and says, "Welcome to Nefelus, our most honored guests. I am Bejam, Sixth Thraxus and Keeper of the Mirrors. It is good to see that you arrived without much delay. Amyria, I will take you before the Thraxinium to discuss the specifics of our situation. As for your retinue, I will have an attendant escort them to a waiting room where they can rest. I am certain we will have need of their expertise soon enough."*

### WHAT BEJAM KNOWS

The PCs do not get to meet with Bejam immediately. Following protocol, he wants a meeting with Amyria first. After his initial introduction, Bejam motions to another deva in the chamber, and exits with Amyria, leaving the PCs to be escorted to a well-appointed sitting room where they can rest. They are told by the attendant that it will be some time, and they should

rest if they can (the PCs can take an extended rest here if they so desire).

If the PCs try to discuss matters with Bejam before he has had a chance to bring Amyria to the council, he tells them that they might ask their questions after they return from their meeting. Bejam and Amyria return after 6 hours.

*After a long wait and numerous inquiries as to your food and beverage preferences by the attendant, Amyria and Bejam arrive in your sitting room.*

*Amyria speaks. "After long discourse and debate, I have talked on behalf of the Coalition and we've entered an arrangement with the Thraxinium. If you assist Nefelus in shedding its problem, they have agreed to at least support the Coalition with material and knowledge. My friends, I must ask you to once again imperil yourselves for the good of our cause. I will let Bejam give you the details that have recently become known to me." Amyria nods at Bejam and exits the room as the Thraxus begins to brief you.*

Bejam does not spend time rehashing what the characters already know about the situation. He imparts the following information to the PCs. Impart this information conversationally so the players feel like they're asking the right questions to receive these answers.

*Through the Thraxinium's research, the heart of this problem appears to bear the mark of an artifact known as the Seed of Winter. When properly harnessed by a creature attuned to it, the artifact can cause drastic localized climate changes and can even alter creatures that come in contact with it or are near it. However, we think what's happening to Nefelus goes beyond the normal power of the artifact; someone or something must be augmenting it in some way.*

*The Seed of Winter was thought lost to the Feywild centuries ago, but it has apparently made its way back into the world.*

The Thraxinium knows through divinations and other more mundane observations that the iceberg that appeared out in the sea is the source of the emanations.

Just before the ice ring completely blockaded our ships, we sent out three ships to investigate the iceberg and attempt to deal with the problem. We monitored their progress, and two of the three ships were attacked and destroyed by sahuagin with ice-blue skin. They appeared tougher than normal sahuagin and had an affinity for the cold. The last ship limped to the shore of the iceberg and was under assault by frost giants there; we saw only one survivor make it away from the vessel—a githzerai mentalist named Uarion. We have not heard from him since.

Uarion has been with us for several decades; he is the only githzerai in the city, but he proves his worth to Nefelus time and time again through his mastery of the powers of the mind. He soaks up knowledge like a sponge, and he is probably the most accomplished nondeva ritualist in Nefelus. It would be a shame if he was lost to the power of the Seed.

(Bejam gives the PCs a description of Uarion.)

**If the PCs ask him about his title as the Keeper of Mirrors:**

I am the caretaker of our network of our silver mirrors, which are communication devices that we have planted throughout the world to keep informed of what's happening on the mainland. We currently set the communication to receive only images and speech, so our observations remain unnoticed. To the untrained eye, a silver mirror can appear as a large mundane item, so its presence is easy enough to conceal. Over the past few months, however, we have noticed that many of our silver mirrors out in the world have gone missing, and until this crisis reared its head, it was my primary concern.

The PCs might also ask Bejam about glass or mirrored communication devices based on their experiences in "Haven of the Bitter Glass." Bejam can confirm that some githyanki "burglars," as he calls them, a mere six months prior. The Thraxi, however, isn't willing to hastily assume those githyanki were tied to the invaders, although pointing out the timing of the attack gets Bejam thinking, and gives the PCs a benefit in the skill challenge to convince the deva to join the Coalition (see page 44).

**Once the PCs have finished asking Bejam questions, read:**

After having finished your briefing, Bejam concludes his talk with you and says, "We need your assistance to stop the climate change from overwhelming our island and to break the blockade. From the estimates made by the Thraxinium, we have about a day before our ritualists can no longer sustain the magic holding back the freezing weather. Once the ritual gives way, the island's climate will be forever altered and many creatures here will die. Nefelus will suffer a corruption the likes of which we have not been threatened with for hundreds of years. I implore you to journey to the iceberg and end this assault on our way of life. If you can bring back the Seed of Winter for study and find out the fate of Uarion, all the better. Amyria says she has not met any more accomplished at dangerous tasks than you. Will you assist us?"

## SCI: TRAVELING TO ICEHOME

Encounter Level 14 (3,000 XP)

### SETUP

Once the PCs begin the journey to Icehome, it takes about 3 hours, and if the characters aren't careful, they might encounter arctic sahuagin along the way.

**Traveling to Icehome** **Level 14**  
Skill Challenge XP 3,000

*You must use the strange craft provided by the Nefelese to traverse the depths to the iceberg, all the while attempting to avoid detection.*

The PCs leave the safety of Nefelus, journey under the surface of the sea, navigate under the ice ring blockade, avoid sahuagin patrols, and find the undersea entrance to Icehome.

#### Complexity

3 (requires 8 successes before 3 failures).

#### Primary Skills

Arcana, History, Nature, Perception

#### Victory

The PCs make their way to the undersea entrance of Icehome and encounter I1 Entrance Cavern (see page 24).

#### Defeat

The PCs make it there, but not without strain on the *apparatuses*. The systems malfunction on the vehicles, and they lose environmental control inside. Each PC loses 1 healing surge and the devices are rendered useless for returning to Nefelus. They will need to find another way back.

#### Special

There are three *apparatuses*, so take turns by craft. If two characters are in the craft, let the crew decide to roll one, one with an assist, or two skill checks before going back to the craft again. Only crew of the same craft can assist each other's skill checks.

#### Arcana

DC 18 If the PC succeeds by 10 or more, he or she fully understands the mechanisms for operating the claws and receives a +2 bonus to attack rolls when using *rending claws*.

*The PC effectively operates the vehicle's levers and coaxes better performance out of the craft.*

#### History

DC 23 The next Arcana check made in this craft receives a +2 bonus.

*The PC recalls hearing tales of Kwalish's devices and remembers a common quirk present in all of them that makes them easier to operate.*

#### Nature

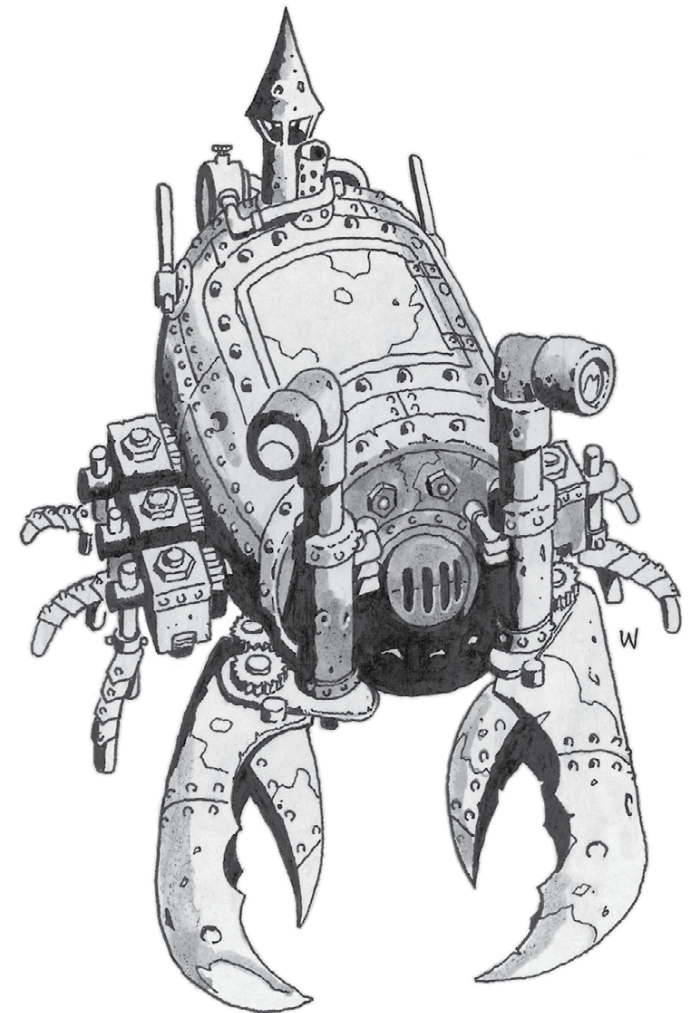
DC 18 If the PC succeeds by 10 or more, and the overall skill challenge result is victory, he or she finds a swifter route to Icehome that all the craft take, shaving an hour off of their time. This allows the PCs to preserve enough air in the craft for a return journey and means they can leave the *apparatuses* sealed.

*The PC navigates around the ice ring and uses the current to the vehicle's advantage.*

#### Perception

DC 11 Every failure on this check means the PCs have an encounter with three arctic sahuagin guards while in the submersibles (see Appendix 1 for statistics). After 3 rounds of combat, any remaining guards flee the area to return to Icehome and warn the other sahuagin of their approach.

*The PC keeps a sharp eye out for arctic sahuagin, avoiding them where possible.*



## II: ENTRANCE CAVERN

Encounter Level 12 (3,950 XP)

### SETUP

5 arctic sahuagin guards (G)

4 arctic sahuagin raiders (R)

1 arctic sahuagin priest (P)

Unless the characters take their *apparatuses* to the surface and explore the exterior, they end up spotting the undersea entrance to Icehome, and they have to fight their way past the arctic sahuagin that guard this area.

Once the PCs complete the “Traveling to Icehome” skill challenge, read:

*You propel your craft through the depths, and a massive shadow starts to take form in the water ahead. You see the underbelly of a massive iceberg—you’ve just about reached your destination.*

*Upon nearing the iceberg, you see a hole in it that indicates an underwater tunnel. As you maneuver your craft through the narrow passage in a single file, the tunnel starts to climb. Eventually, a pale blue light surrounds you, and you realize that you’re just about to surface. Chunks of ice bob near your craft as you bring them up for air.*

Have the players place three 2-by-2 markers down in any open water spaces on the map to represent where the *apparatuses* of Kwalish surface.

*As you bring the craft to the surface, you see that you’re in an ice cavern dotted with stalactites and snow. A number of blue-skinned sahuagin appear more than happy to greet you in the traditional customs of their people as they threaten you with their weapons.*

### DEVELOPMENT

The PCs are still inside the apparatuses when combat begins. It takes a minor action from one PC to open the hatch for the vehicle. The PCs can stay inside the craft and use its rending claws to attack the sahuagin, but the sahuagin quickly figure out this tactic and attempt to stay out of reach.

If the sahuagin were warned of the PCs’ approach (possibly by accumulating failures in the skill challenge), they are ready for them and gain combat advantage during the first round of combat. Otherwise, determine initiative normally.

### TACTICS

The arctic sahuagin guards throw their ice tridents once the battle is joined. They have a stash of ice tridents in the northwest corner of the room, and they can retrieve another one if necessary. Once they’ve thrown one trident and retrieved another, they gang up on one PC and engage in melee.

The arctic sahuagin raiders double-team a PC if possible, even going out into the water to meet them where their craft is located. They prefer to attack softer targets first, such as ranged attackers and controllers. They take directions from the priest and do not withdraw unless ordered to do so.

The arctic sahuagin priest begins the battle by targeting a defender or other tough-looking melee character with *freezing bolt*, especially if the target is still away from the shore, in an attempt to slow the advance. Once a suitable striker-type target is available, the priest uses *arctic jaws* on the PC and orders the guards to gang up on that target.

The priest calls for a retreat to the behir lair only when he becomes bloodied, and it does not head to Xurgelmek for fear of reprisal.

4 Arctic Sahuagin Raiders (R)	Level 11 Soldier
Medium natural humanoid (aquatic)	XP 600 each
<b>Initiative</b> +11	<b>Senses</b> Perception +8; low-light vision
<b>HP</b> 112; <b>Bloodied</b> 56	
<b>AC</b> 27; <b>Fortitude</b> 24, <b>Reflex</b> 23, <b>Will</b> 22	
<b>Resist</b> 10 cold	
<b>Speed</b> 5 (7 on a charge, ice walk), swim 5 (7 on a charge)	
⚔ <b>Trident</b> (standard; at-will) ⚔ <b>Cold, Weapon</b>	
+18 (+19 against a bloodied target) vs. AC; 1d8 + 5 (1d8 + 7 to a bloodied target) damage plus 1d8 cold damage, and the target is marked until the end of the arctic sahuagin raider’s next turn.	
⚔ <b>Trident</b> (standard; at-will) ⚔ <b>Weapon</b>	
Ranged 10/20; +18 (+19 against a bloodied target) vs. AC; 2d6 + 5 (2d6 + 7 to a bloodied target) damage.	
⚔ <b>Opportunistic Strike</b> (immediate reaction, when a flanked enemy shifts; at-will) ⚔ <b>Cold, Weapon</b>	
The arctic sahuagin raider makes a melee basic attack against the enemy.	
⚔ <b>Sliding Strike</b> (immediate interrupt, when a marked enemy makes an attack that doesn’t include the arctic sahuagin raider; at-will) ⚔ <b>Cold, Weapon</b>	
The arctic sahuagin raider shifts 7 squares adjacent to the triggering enemy, and makes a melee basic attack against that enemy.	
<b>Blood Frenzy</b>	
The arctic sahuagin raider gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
<b>Alignment</b> Chaotic evil	<b>Languages</b> Abyssal
<b>Str</b> 20 (+10)	<b>Dex</b> 14 (+7) <b>Wis</b> 12 (+6)
<b>Con</b> 14 (+7)	<b>Int</b> 10 (+5) <b>Cha</b> 10 (+5)
<b>Equipment</b> 2 tridents	

**Arctic Sahuagin Priest (P) Level 13 Artillery**  
Medium natural humanoid (aquatic) XP 800

**Initiative** +11 **Senses** Perception +12; low-light vision  
**HP** 101; **Bloodied** 50  
**AC** 25; **Fortitude** 24, **Reflex** 25, **Will** 26  
**Resist** 10 cold  
**Speed** 5 (7 during a double move, ice walk), swim 5 (7 during a double move)

⊕ **Longspear** (standard; at-will) ♦ **Cold, Weapon**  
Reach 2; +17 (+18 against a bloodied target) vs. AC; 1d10 + 4 (1d10 + 6 to a bloodied target) damage plus 1d8 cold damage, and the target slides 1 square.

✂ **Freezing Bolt** (standard; at-will) ♦ **Cold**  
Ranged 10; +18 (+19 against a bloodied target) vs. Fortitude; 2d6 + 6 (2d6 + 8 to a bloodied target) cold damage, and the target is slowed until the end of the arctic sahuagin priest's next turn.

✂ **Arctic Jaws** (standard; recharges when no target is affected by this power) ♦ **Cold**  
Ranged 20; icy shark jaws appear and bite the target; +18 (+19 against a bloodied target) vs. Will; 2d6 + 6 (2d6 + 8 to a bloodied target) cold damage, and target gains vulnerable 5 cold and is slowed (save ends both).

**Blood Frenzy**  
The arctic sahuagin priest gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.

**Alignment** Chaotic evil **Languages** Abyssal, Common  
**Skills** Intimidate +15  
**Str** 16 (+9) **Dex** 18 (+10) **Wis** 20 (+11)  
**Con** 16 (+9) **Int** 12 (+7) **Cha** 16 (+9)

**Equipment** trident, holy symbol, frozen kelp robe

**5 Arctic Sahuagin Guards (G) Level 11 Minion**  
Medium natural humanoid (aquatic) XP 150 each

**Initiative** +10 **Senses** Perception +7; low-light vision  
**HP** 1; a missed attack never damages a minion.  
**AC** 27; **Fortitude** 24, **Reflex** 23, **Will** 22  
**Immune** cold  
**Speed** 5 (7 on a charge, ice walk), swim 5 (7 on a charge)

⊕ **Trident** (standard; at-will) ♦ **Weapon**  
+18 (+19 against a bloodied target) vs. AC; 7 damage (9 damage to a bloodied target), and the target is marked until the end of the arctic sahuagin guard's next turn.

✂ **Javelin** (standard; at-will) ♦ **Weapon**  
Ranged 10/20; +18 (+19 against a bloodied target) vs. AC; 7 damage (9 damage to a bloodied target).

**Blood Frenzy**  
The arctic sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.

**Alignment** Chaotic evil **Languages** Abyssal  
**Str** 16 (+8) **Dex** 14 (+7) **Wis** 12 (+6)  
**Con** 14 (+7) **Int** 10 (+5) **Cha** 10 (+5)  
**Equipment** trident, 3 javelins



## 12: BEHIR LAIR

Encounter Level 14 (5,000 XP)

### SETUP

#### 1 icetouched behir (B)

Once the PCs come ashore in the ice cavern and fight their way through the first group of arctic sahuagin, they can proceed up the natural stairs into a large chamber that houses a pet of the sahuagin—an icetouched behir that they've been keeping well-fed with the recently dead sailors from the Nefelese vessels.

When the PCs enter this area, read:

*Ascending the natural stairs in the cave complex, you enter a large cavern dotted with stalagmites here and there. A ledge, about 10 feet off the ground, is ahead of you. The climb looks a bit slick. Farther past that ledge to the extreme south of the cavern, another ledge offers a similar climb. A tunnel heads farther south.*

#### Perception Check

**DC 16:** *You can see that there's something moving behind one of the stalagmites near you . . . something big.*

The icetouched behir is resting behind one of the stalagmites, having recently finished off the last of the Nefelese sailors. PCs who succeed on the Perception check gain surprise against the creature (although unless they have a particularly good vantage point, the behir has cover).

### TACTICS

The icetouched behir attempts to *devour* a creature as soon as it can. In subsequent rounds, it attempts to use its *lightning breath* when enough targets present themselves to it. Otherwise, it alternates between its bite attack and *thunderleg stomp*. When it can, it uses its ability to climb to its advantage, scrambling up the side of one of the two ledges in the cavern.

The behir taunts its foes with stories of how it will enjoy picking them apart bone by bone like the sailors that it feasted on before. If it is about to die, it attempts to flee to Xurgelmek's chamber and up the ice shaft to the second level.

### DEVELOPMENT

If the PCs approach this encounter by heading up the southern stairs instead of the northern ones, they automatically see the icetouched behir and gain surprise against it. However, Xurgelmek and the arctic sahuagin raiders notice the characters after 1 round of combat and come to the behir's aid. The beholder does not leave its position in its chamber, since it guards the ice shaft to the second level.

Otherwise, after a few rounds of combat (whenever you think it appropriate), have one of the arctic sahuagin raiders move into the area to investigate the disturbance and join the battle. The other sahuagin stays in the area unless the raider calls for reinforcements (at your discretion).

Icetouched Behir (B)		Level 14 Solo Soldier
Huge natural magical beast		XP 5,000
<b>Initiative</b> +14	<b>Senses</b> Perception +12; tremorsense 10	
<b>HP</b> 705; <b>Bloodied</b> 352		
<b>AC</b> 32; <b>Fortitude</b> 29, <b>Reflex</b> 28, <b>Will</b> 28		
<b>Resist</b> 10 cold, 10 lightning		
<b>Saving Throws</b> +5		
<b>Speed</b> 7 (ice walk), climb 5		
<b>Action Points</b> 2		
⊕ <b>Claw</b> (standard; at-will)		
Reach 3; +21 vs. AC; 2d8 + 6 damage.		
⊕ <b>Bite</b> (standard; at-will) ⊕ <b>Lightning</b>		
Reach 3; +21 vs. AC; 1d8 + 6 damage plus 1d8 lightning damage, and any creature within 3 squares of the target takes 1d8 lightning damage.		
⊕ <b>Devour</b> (standard; recharges when no creature is affected by this power)		
Reach 3; +19 vs. Reflex; 2d8 + 6 damage, and the target is swallowed. While swallowed, the target is grabbed and restrained. A swallowed creature has line of sight and line of effect only to the icetouched behir, and no creature has line of sight or line of effect to it. A creature that escapes the grab is no longer swallowed and appears in a space adjacent to the icetouched behir. An icetouched behir can move normally while it has a target grabbed in this way. When the icetouched behir dies, the target is no longer swallowed and can escape as a move action, appearing in the icetouched behir's former space. <i>Sustain Minor:</i> The icetouched behir sustains the grab, and the target takes 15 damage.		
⊕ <b>Lightning Breath</b> (standard; recharge ☒ ☒) ⊕ <b>Lightning</b>		
Close burst 1; +17 vs. Reflex; 3d10 + 6 lightning damage. <i>Miss:</i> Half damage. <i>Effect:</i> The icetouched behir makes a secondary attack. <i>Secondary Attack:</i> This attack does not provoke opportunity attacks, and the area of effect must not include the area of the primary attack: area burst 1 within 10; +17 vs. Reflex; 3d10 + 6 lightning damage. <i>Miss:</i> Half damage.		
⊕ <b>Thunderleg Stomp</b> (standard; at-will)		
Close burst 3; +17 vs. Fortitude; 1d8 + 6 damage, and the target is knocked prone.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Draconic	
<b>Str</b> 23 (+13)	<b>Dex</b> 20 (+12)	<b>Wis</b> 21 (+12)
<b>Con</b> 21 (+12)	<b>Int</b> 7 (+5)	<b>Cha</b> 13 (+8)

## FEATURES OF THE AREA

**Illumination:** This area is brightly lit.

**Ceiling:** The ceiling is 30 feet from the floor.

**Stalagmites:** These are blocking terrain and provide cover. A creature can move around the corner of a stalagmite square normally.

**Ledges:** Two ledges are 10 feet above the floor of the area. They require a DC 20 Athletics check to climb. The ledge in the eastern end of the room contains the sailors' remaining gear, including several sets of spiked ice shoes that help traverse slippery terrain (see "Using Ice Shoes" on page 13).





## 13: XURGELMEK'S CHAMBER

Encounter Level 14 (5,600 XP)

### SETUP

**Xurgelmek, arctic sahuagin baron (X)**

**2 arctic sahuagin raiders (R)**

**1 beholder eye of frost (B)**

Xurgelmek, the arctic sahuagin baron and leader of the first level's enclave, dwells here with a special guardian to watch over the entrance to the second level—a beholder eye of frost that frost giants brought back. It agreed to perform duties here in exchange for having first crack at enslaving some of the Nefelese when the land was conquered by Chillreaver.

Xurgelmek was the first creature changed by the *Seed of Winter* after Chillreaver arrived here, and he brought his sahuagin clan before the dragon to undergo the same transformation. As such, he believes that they are Chillreaver's most favored ones, since the dragon didn't bless the frost giants with the gift of the *Seed's* power.

Xurgelmek keeps the sahuagin here in line by fear, and to report failure to him is death. Since the other arctic sahuagin have not found much to do since becoming changed by the *Seed*, most of them spend time away from the ice caverns to hunt and raid the nearby lands.

**When the PCs enter this area, read:**

*This room is divided in two by a ledge that rises 20 feet from the cavern floor. The lower elevation of the room sports more spearlike stalagmites and a pool of deep blue water at the room's southern edge.*

*Up on the higher elevation, a massive stalagmite partially obstructs a smooth shaft in the ceiling that is about 10 feet in diameter.*

### TACTICS

Xurgelmek orders his raiders to engage the intruders at once, and follows right behind them, using the raiders as a buffer between himself and the PCs. He tries to engage a melee character to bring down the PCs' first line of defense. The baron uses his *bloodchill claw* against targets when possible, but if they show resistance to cold damage, he relies on his trident. He doesn't throw his trident unless it's absolutely necessary to do so.

The raiders harry a front-line character as well, possibly teaming up with the baron to bring down a defender quickly. They position themselves effectively to take advantage of *opportunistic strike* when possible.

### TELL US WHAT YOU KNOW!

The beholder might be willing to strike an accord with the PCs in exchange for its own life, if the PCs succeed on a DC 34 Intimidate check while it is bloodied. The beholder can provide the PCs with its purpose for being here, information on where the githzerai Uarion is located (although it doesn't know his fate), and knowledge of the frost giant enclave in the level above. It can also reveal the malevolence behind the *Seed of Winter*—the double-headed white dragon Chillreaver.

The beholder stays up on the ledge area, but floats over to the northern passage of the ledge as well as toward the center of the room to find a better vantage point with which to launch its attacks. If possible, it tries to stay close to the stalagmites to gain cover unless it cannot attack any targets from that position. It targets ranged strikers with its *central eye* attack, and uses its *eye rays* where it sees a tactical advantage. If it is badly injured (less than 20 hit points left), it attempts to hide up in the shaft and target enemies directly below.

**Xurgelmek, Level 15 Elite Brute (Leader)**  
**Arctic Sahuagin Baron (X)**

Large natural humanoid (cold, aquatic) XP 2,400

**Initiative** +11 **Senses** Perception +8; low-light vision

**Blood Healing (Healing)** aura 10; any ally within the aura that starts its turn adjacent to a bloodied enemy regains 5 hit points.

**HP** 360; **Bloodied** 180

**AC** 27; **Fortitude** 38, **Reflex** 26, **Will** 27

**Resist** 10 cold

**Saving Throws** +2

**Speed** 5 (7 on a charge; ice walk), swim 7 (9 on a charge)

**Action Points** 1

 ⊕ **Trident** (standard; at-will) ♦ **Cold, Weapon**

 Reach 2; +18 (+20 against a bloodied target) vs. AC; 1d10 + 7 (1d10 + 12 against a bloodied target) damage plus 1d10 cold damage; see also *blood hunger*.

 ⊕ **Bloodchill Claw** (standard; at-will) ♦ **Cold**

Reach 2; +18 (+20 against a bloodied target) vs. AC; 1d6 + 7 (1d6 + 12 against a bloodied target) damage, and ongoing 5 cold damage and the target is slowed (save ends both).

 ⊗ **Javelin** (standard; at-will) ♦ **Weapon**

Ranged 10/20; +18 (+20 against a bloodied target) vs. AC; 2d8 + 7 (2d8 + 12 against a bloodied target) damage.

 † **Baron's Fury** (standard; at-will) ♦ **Cold, Weapon**

The arctic sahuagin baron makes a trident attack and two claw attacks.

**Blood Hunger**

The arctic sahuagin baron gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against bloodied enemies.

**Alignment** Chaotic evil

**Languages** Abyssal, Common

**Skills** Intimidate +15

**Str** 22 (+13)

**Dex** 18 (+11)

**Wis** 12 (+8)

**Con** 18 (+11)

**Int** 12 (+8)

**Cha** 16 (+10)

**Equipment** trident, 3 javelins, headdress

**2 Arctic Sahuagin Raiders (R) Level 11 Soldier**

Medium natural humanoid (aquatic) XP 600 each

**Initiative** +11 **Senses** Perception +8; low-light vision

**HP** 112; **Bloodied** 56

**AC** 27; **Fortitude** 24, **Reflex** 23, **Will** 22

**Resist** 10 cold

**Speed** 5 (7 on a charge, ice walk), swim 5 (7 on a charge)

 ⊕ **Trident** (standard; at-will) ♦ **Cold, Weapon**

+18 (+19 against a bloodied target) vs. AC; 1d8 + 5 (1d8 + 7 to a bloodied target) damage plus 1d8 cold damage, and the target is marked until the end of the arctic sahuagin raider's next turn.

 ✂ **Trident** (standard; at-will) ♦ **Weapon**

Ranged 10/20; +18 (+19 against a bloodied target) vs. AC; 2d6 + 5 (2d6 + 7 to a bloodied target) damage.

 † **Opportunistic Strike** (immediate reaction, when a flanked enemy shifts; at-will) ♦ **Cold, Weapon**

The arctic sahuagin raider makes a melee basic attack against the enemy.

 † **Sliding Strike** (immediate interrupt, when a marked enemy makes an attack that doesn't include the arctic sahuagin raider; at-will) ♦ **Cold, Weapon**

The arctic sahuagin raider shifts 7 squares adjacent to the triggering enemy, and makes a melee basic attack against that enemy.

**Blood Frenzy**

The arctic sahuagin raider gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.

**Alignment** Chaotic evil

**Languages** Abyssal

**Str** 20 (+10)

**Dex** 14 (+7)

**Wis** 12 (+6)

**Con** 14 (+7)

**Int** 10 (+5)

**Cha** 10 (+5)

**Equipment** 2 tridents

**Beholder Eye of Frost (B) Level 14 Elite Artillery**

Large aberrant magical beast XP 2,000

**Initiative** +12 **Senses** Perception +16; all-around vision, darkvision

**HP** 222; **Bloodied** 111; see also *ice armor*
**AC** 28 (30 with *ice armor*); **Fortitude** 28 (30 with *ice armor*),

**Reflex** 28, **Will** 29

**Resist** 15 cold

**Saving Throws** +2

**Speed** fly 4 (hover)

**Action Points** 1

 ⊕ **Bite** (standard; at-will)

+21 vs. AC; 2d6 damage.

 ⊗ **Central Eye** (minor 1/round; at-will)

Ranged 8; +20 vs. Reflex; the target is weakened (save ends). If the target takes cold damage while weakened by this power, it is immobilized until no longer weakened.

 ✂ **Eyes of the Beholder** (free, when an enemy starts its turn within 5 squares of the beholder eye of frost; at-will)

 The eye of frost uses *eye ray* against the triggering enemy.

 ✂ **Eye Rays** (standard; at-will) ♦ see text

 The beholder eye of frost uses one *eye ray* power chosen from the list below. Using *eye rays* does not provoke opportunity attacks.

 1—**Freeze Ray (Cold)**: Ranged 10; +19 vs. Reflex; 2d8 + 7 cold damage.

 2—**Telekinesis Ray**: Ranged 10; +19 vs. Fortitude; the eye of frost slides the target 6 squares.

 3—**Ice Ray (Cold)**: Ranged 10; +19 vs. Reflex; 1d8 + 6 cold damage, and the target takes ongoing 5 cold damage and is immobilized (save ends both).

**Ice Armor** (when first bloodied; encounter)

 The beholder eye of frost's AC and Fortitude increase by 2 until the end of the encounter, and any creature within its *eyes of the beholder* aura gains vulnerable 5 cold.

**Alignment** Evil

**Languages** Deep Speech

**Str** 13 (+8)

**Dex** 21 (+12)

**Wis** 18 (+11)

**Con** 21 (+12)

**Int** 12 (+8)

**Cha** 23 (+13)

## FEATURES OF THE AREA

**Illumination:** This area is brightly lit.

**Ceiling:** The ceiling is 40 feet from the lower elevation's floor.

**Stalagmites:** These are blocking terrain and provide cover. A creature can move around the corner of a stalagmite square normally.

**Ledge:** There is a 20-foot high ledge that effectively cuts this room in two. It requires a DC 20 Athletics check to climb.

**Water Tunnel:** Canny PCs might think to take the *apparatuses of Kwalish* through the water tunnel into this area, or attempt to swim it. If they do so, they gain surprise on Xurgelmek and the others present here.

**Ice Shaft:** This smooth shaft is 10 feet in diameter and leads up 30 feet to the second level of Icehome. It requires a DC 30 Athletics check to climb.



## 14: UARION'S FATE

Encounter Level 14 (5,000 XP)

### SETUP

Uarion, icetouched githzerai mindmage (U)  
2 chillfire destroyers (C)  
5 windstrikers (W)

When the arctic sahuagin attacked the Nefelese ships bound for Icehome, one vessel limped its way to the shore of the iceberg. There, the crew met an unfortunate end at the hands of frost giants, but one escaped—a githzerai mentalist named Uarion, an agent of the Thraxinium.

Evading capture by the frost giants, Uarion scaled the iceberg and entered through the caldera at the top. He then encountered Chillreaver, who defeated him in combat and subjugated him to the power of the *Seed of Winter*, transforming him into an icetouched creature and shattering his formidable will. With such an unexpected resource, Chillreaver allowed the mentalist to participate in his next servitor experiment, given the githzerai's affinity for the elements.

Uarion was installed in the elemental farm that Chillreaver had set up on the second level near the frost giants. There Chillreaver's captured elementals have been placed in icy stasis in preparation for the dragon's attack on Nefelus. Uarion was provided with the means to awaken them from their slumber should Chillreaver's icy lair need them.

When the PCs ascend from the icy shaft on the lower level, read:

*An eerie rippling glow bounces off the numerous stalagmites in this cavern, illuminating the area like light shining off the water. At the far end, a pair of ledges rises up close to the ceiling. There is a tunnel passageway to the north.*

### Perception Check

**DC 18:** *You think you detect movement in several of the stalagmites, like something is trapped inside.*

**DC 23:** *A humanoid form stands in the shadows on the far ledge.*

If the PCs attempt to call out or parley with Uarion, read:

*The voice from the shadows calls out in a metered, cool tone. "You have come to threaten the will of my master. The Seed must be protected at all costs. Approach no farther and leave the way you arrived, and I shall spare you the agony of the change."*

A DC 23 Insight check reveals that the githzerai's voice, though cool and calm, has conflicted underpinnings, and an external force is supplanting his will.

Once the PCs approach, Uarion attacks the PCs.

### DEVELOPMENT

The elemental creatures are encased in the ice stalagmites at the start of the combat, and they can be freed only by Uarion. Each round on his turn, Uarion can use a minor action to shatter one of the stalagmites containing an elemental (destroying the cover and making the square difficult terrain), or use a move action to shatter two stalagmites. He cannot spend both a minor action and a move action on the same

turn. Uarion frees the chillfire destroyers first, and then the windstrikers. He cannot shatter stalagmites that do not contain an elemental.

It should become apparent after the first round of combat that the PCs are fighting a frost-skinned version of Uarion, the missing githzerai from Nefelus.

### TACTICS

Uarion stays at range from the PCs, using his less accessible position to his advantage. He leads off with *mindstrike* and continues to use it until the PCs move to within range of his other powers. He saves his *elemental bolts* and *concussion orb* until he has multiple targets within range. His *accurate mind* allows him to fire on targets without concern for the cover granted by the stalagmites. He engages in melee only as a last resort, but he does not flee the area under any circumstances.

The chillfire destroyers use their *trample* to flatten defenders and other front-line targets and then attack lighter armored foes. If a PC proves resistant to its cold attacks, it switches to a new target.

The windstrikers use *searching wind* to designate targets as their quarry, and then each quickly moves up on its next turn to deliver a *lethal windstrike*. They use their flight to avoid getting stuck next to defenders.

All the elementals are completely subservient to Chillreaver's, and by extension, Uarion's will and fight until they are destroyed.

Uarion, Level 14 Artillery	
Icetouched Githzerai Mindmage (U)	
Medium natural humanoid	XP 1,000
<b>Initiative</b> +13	<b>Senses Perception</b> +16
<b>HP</b> 105; <b>Bloodied</b> 52	
<b>AC</b> 28; <b>Fortitude</b> 24, <b>Reflex</b> 26, <b>Will</b> 26; see also <i>iron mind</i>	
<b>Resist</b> 10 cold	
<b>Speed</b> 7 (ice walk)	
⊕ <b>Unarmed Strike</b> (standard; at-will) +19 vs. AC; 2d8 + 4 damage.	
↗ <b>Mindstrike</b> (standard; at-will) ♦ <b>Psychic</b> Ranged 20; +17 vs. Reflex; 2d8 + 4 psychic damage, and the target is dazed (save ends); see also <i>accurate mind</i> .	
↗ <b>Elemental Bolts</b> (standard; daily) ♦ see text Ranged 10; Uarion makes 3 attacks, each against a different target; +17 vs. Reflex; 4d8 acid, cold, fire, or lightning damage (Uarion chooses the damage type for each attack); see also <i>accurate mind</i> .	
✱ <b>Concussion Orb</b> (standard; encounter) Area burst 2 within 10; +17 vs. Fortitude; 1d10 + 4 damage, and the target is knocked prone.	
<b>Accurate Mind</b> The Uarion's ranged attacks ignore cover and concealment (but not superior cover or total concealment).	
<b>Iron Mind</b> (immediate interrupt, when Uarion would be hit by an attack; encounter) Uarion gains a +2 bonus to all defenses until the end of its next turn.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Deep Speech
<b>Skills</b> Acrobatics +18, Arcana +13, Athletics +10, Insight +16	
<b>Str</b> 13 (+8)	<b>Dex</b> 19 (+11) <b>Wis</b> 19 (+11)
<b>Con</b> 15 (+9)	<b>Int</b> 13 (+8) <b>Cha</b> 10 (+7)

2 Chillfire Destroyers (C)		Level 14 Brute	
Large elemental magical beast (cold, fire)		XP 1,000 each	
<b>Initiative</b> +12	<b>Senses Perception</b> +12		
<b>Leaking Firecore (Fire)</b> aura 2; while the chillfire destroyer is bloodied, each creature that starts its turn within the aura takes 10 fire damage.			
<b>HP</b> 173; <b>Bloodied</b> 86; see also <i>firecore breach</i>			
<b>AC</b> 26; <b>Fortitude</b> 26, <b>Reflex</b> 25, <b>Will</b> 25			
<b>Immune</b> disease, poison; <b>Resist</b> 10 cold, 10 fire			
<b>Speed</b> 5			
⊕ <b>Freezing Slam</b> (standard; at-will) ♦ <b>Cold</b> Reach 2; +17 vs. AC; 1d12 + 6 damage plus 1d12 cold damage.			
↓ <b>Trample</b> (standard; at-will) ♦ <b>Cold</b> The chillfire destroyer moves its speed and can move through enemies' spaces. The destroyer makes an attack: +15 vs. Reflex; 1d10 + 6 damage plus 1d10 cold damage, and the target is knocked prone.			
↩ <b>Firecore Breach</b> (when the chillfire destroyer drops to 0 hit points) ♦ <b>Fire</b> The destroyer does not die until the start of its next turn. Until then, the destroyer can take no actions. At the start of the destroyer's next turn, it makes an attack: close burst 3; +15 vs. Reflex; 4d10 + 6 fire damage.			
<b>Alignment</b> Unaligned		<b>Languages</b> Primordial	
<b>Str</b> 16 (+10)	<b>Dex</b> 20 (+12)	<b>Wis</b> 20 (+12)	
<b>Con</b> 23 (+13)	<b>Int</b> 5 (+4)	<b>Cha</b> 12 (+8)	

5 Windstrikers (W)		Level 9 Lurker	
Medium elemental magical beast (air)		XP 400 each	
<b>Initiative</b> +11	<b>Senses Perception</b> +9		
<b>HP</b> 56; <b>Bloodied</b> 28			
<b>AC</b> 21; <b>Fortitude</b> 22, <b>Reflex</b> 20, <b>Will</b> 20			
<b>Immune</b> disease, poison; <b>Resist</b> insubstantial			
<b>Speed</b> 0, fly 8 (hover)			
⊕ <b>Windstrike</b> (standard; at-will) ♦ <b>Cold, Thunder</b> Reach 2; +14 vs. AC; 2d6 + 5 cold and thunder damage.			
↓ <b>Lethal Windstrike</b> (standard; at-will) ♦ <b>Cold, Thunder</b> Reach 2; targets the windstriker's quarry (see <i>searching wind</i> ); +14 vs. AC; 2d8 + 5 cold and thunder damage. <i>Effect:</i> The target is no longer designated as the windstriker's quarry.			
↗ <b>Searching Wind</b> (standard; recharges when the windstriker hits with <i>lethal windstrike</i> ) ♦ <b>Cold, Thunder</b> Ranged 10; +12 vs. Will; 2d6 + 5 cold and thunder damage, and the target is knocked prone. <i>Effect:</i> The target is designated as the windstriker's quarry.			
<b>Shifting Wind</b> (immediate reaction, when the windstriker takes damage; at-will) Until the end of its next turn, the windstriker does not provoke opportunity attacks and can move through enemies' spaces.			
<b>Alignment</b> Unaligned		<b>Languages</b> Primordial	
<b>Str</b> 14 (+6)	<b>Dex</b> 17 (+7)	<b>Wis</b> 10 (+4)	
<b>Con</b> 20 (+9)	<b>Int</b> 5 (+1)	<b>Cha</b> 17 (+7)	

## FEATURES OF THE AREA

**Illumination:** The strange eerie glow in this room provides only dim light.

**Ceiling:** The ceiling is 30 feet from the lowest elevation's floor.

**Stalagmites:** These are blocking terrain and provide cover. A creature can move around the corner of a stalagmite square normally. When Uarion shatters a stalagmite, it is destroyed and replaced with difficult terrain in the square it occupied.

**Ledge:** There is a 10-foot and 20-foot ledge at the far western end of the room. Climbing either ledge requires a DC 20 Athletics check.

**Ice Shaft:** This smooth shaft is 10 feet in diameter and leads down 30 feet to the first level of Icehome. It requires a DC 30 Athletics check to climb.

## AFTERMATH

Assuming the PCs render Uarion unconscious instead of killing him, they likely have questions for him. However, until the characters remove the *Seed of Winter* from Chillreaver's clutches, Uarion is intractable and can be viewed only as a threat. This might pose a problem for the PCs, since they have to decide what to do with the githzerai. They might decide to leave him here, take him to their submersibles (if they have space for him), or carry him along while they continue exploring.



## 15: ICY SAPPERS

Encounter Level 14 (5,600 XP)

### SETUP

4 icetouched umber hulks (U)

In this chamber, four icetouched umber hulks, retrieved by the frost giants some time ago, dwell here under the control of Chillreaver. Through the influence of the *Seed's* transformative power, their wills have become pliable to the dragon's commands, and they patiently await the opportunity to once again burrow through the earth. Chillreaver plans to use them as sappers against Nefelus if needed.

In their boredom, they have begun to tunnel around in their area. However, the dragon recently put a stop to this, worried that they might cause undue structural damage to Icehome.

When the PCs enter this area, read:

*A rugged crevasse splits the ice in the middle of this cavern. A gently sloping tunnel, looking as though it was recently excavated, is present in the southeast end. To the north, another tunnel exit is visible, although it is partially blocked by a massive stalagmite.*

### Perception Check

**DC 18:** You can hear something moving about inside the crevasse.

### TACTICS

The icetouched umber hulks are down in the bottom of the crevasse, 20 feet from the cavern floor. Once a PC gets within 5 squares of their starting positions, they roll initiative and move up to investigate (and attack).

The umber hulks use their *confusing gaze* each round, attempting to slide targets into the crevasse. If they hit a target with their *grabbing double attack*, they try to pull the grabbed PC into the crevasse to be devoured. They leave the crevasse initially only to attack the PCs and then only if they have no PCs to attack in the crevasse.

4 Icetouched UMBER HULKS (U)		Level 12 Elite Soldier
Large natural magical beast		XP 1,400 each
Initiative +11	Senses Perception +13; darkvision, tremorsense 5	
HP 248; Bloodied 124		
AC 30; Fortitude 33, Reflex 28, Will 27		
Resist 10 cold		
Saving Throws +2		
Speed 5 (ice walk), burrow 2 (tunneling)		
Action Points 1		
⊕ Claw (standard; at-will)		
Reach 2; +18 vs. AC; 2d6 + 8 damage.		
⊕ Grabbing Double Attack (standard; at-will)		
The icetouched umber hulk makes two claw attacks. If both claw attacks hit the same target, the target is grabbed. A grabbed target takes ongoing 10 damage from the icetouched umber hulk's mandibles until it escapes. The icetouched umber hulk cannot make any other attacks while grabbing a creature.		
← Confusing Gaze (minor 1/round; at-will) ◆ Gaze, Psychic		
Close blast 5; targets enemies; +16 vs. Will; the target slides 5 squares and is dazed (save ends).		
Alignment Unaligned		Languages –
Str 26 (+14)	Dex 16 (+9)	Wis 14 (+8)
Con 20 (+11)	Int 5 (+3)	Cha 11 (+6)

### FEATURES OF THE AREA

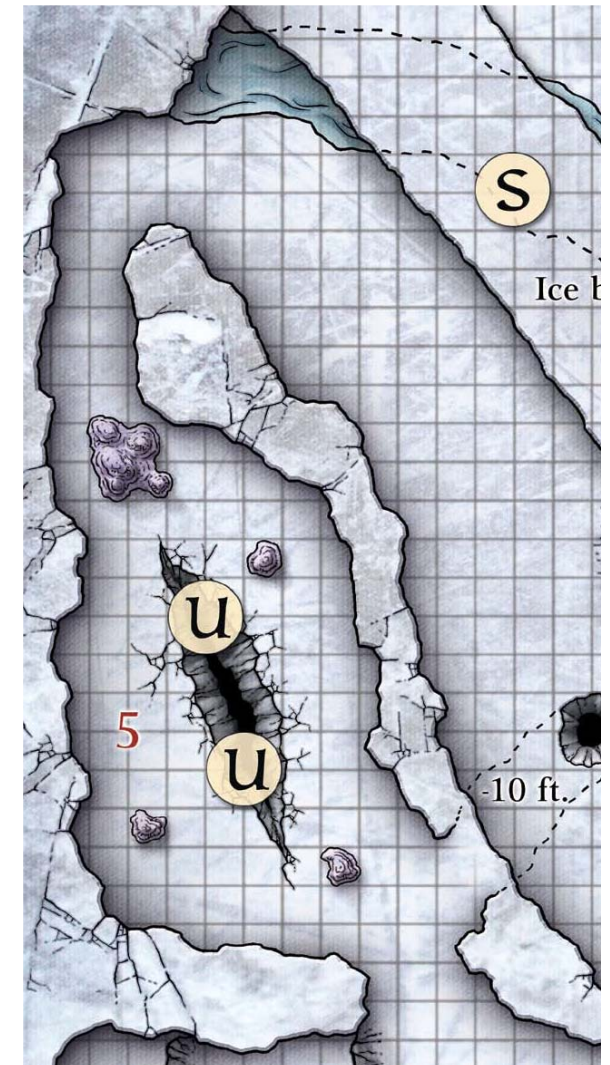
**Illumination:** This area is brightly lit, except inside the crevasse, where it is dimly lit.

**Ceiling:** The ceiling is 30 feet from the floor.

**Stalagmites:** These are blocking terrain and provide cover. A creature can move around the corner of a stalagmite square normally.

**Crevasse:** The crevasse is 20 feet deep and requires a DC 20 Athletics check to climb.

**Ice Tunnel:** The tunnel to the southeast goes under and out into the frost giant enclave, severely sloping upward 10 feet. Exiting the tunnel on the frost giant enclave side requires ice walk, a burrow speed, or a DC 15 Athletics check.



## 16: FROST GIANT ENCLAVE

Encounter Level 17 (8,000 XP)

### SETUP

**Nara of the Wastes, frost giant ice shaper (N)**  
**3 frost giant scouts (S)**  
**2 winter wolves (W)**

The temporary home of the frost giant clan that has allied with Chillreaver, the frost giants here are led by Nara of the Wastes, a sacred ice shaper second in power only to the jarl of her tribe. Chillreaver has long been an ally of these frost giants when they both lived in the frozen lands north of the Winterbole Forest, beyond Nentir Vale.

Chillreaver initially came to the frost giant jarl after receiving the *Seed of Winter* and in the early stages of his plans to destroy Nefelus. After some negotiation over land rights once Nefelus's climate had been adjusted to the frost giants' liking, the jarl agreed to send a contingent with the dragon once Icehome was formed well enough to sustain occupants. Nara was chosen to lead the frost giants in Icehome, and she has created a portal back to their realm should they have need of supplies, servitors, or additional warriors. Indeed, Chillreaver has requested Nara send back hunters periodically to bring back creatures he thought important to subject to the influences of the *Seed of Winter* for use in the coming assault on Nefelus.

Now, Nara commands about fifteen frost giants in Icehome. Most are out on patrols around the recently created ice ring blockade, keeping the Nefelese from attempting any type of escape, but a few remain here as her personal retinue.

**When the PCs enter this area, read:**

*This massive cavern is far larger than any you have yet seen in this iceberg complex. A slick, steep-sloping ice bridge hangs over a fast-moving stream; the stream's banks are thick with a white mist. To the west, a platform rises up 30 feet from the floor and is connected to the ice bridge. Unlike in the other caverns, no stalagmites are here. Furs, animal skins, tools, and large weapons are piled in various places near the walls.*

The winter wolves begin lying down (prone), in the positions shown on the map. Unless the PCs enter from the umber hulk tunnel, they spot the PCs and engage in combat.

The scouts are on watch here, and at least one notices the PCs from any approach they use (unless they are attempting to sneak in). Nara is standing at the top of the stairs leading up to the ice bridge.

### TACTICS

The winter wolves wait to see if the PCs attempt to cross the water to meet them; otherwise, they use the natural staircase to access the platform and leap down in a *takedown* charge on any PCs close enough to it (or attack PCs already on the platform). They are Nara's personal companions, and they defend her if she looks like she's in trouble. If they knock a target prone on the platform, they drag it off the edge if possible.

The scouts start in their indicated positions, but quickly pull back to the ice bridge where they have the advantage of maneuverability. They target defenders and other melee characters with their *chillshards* to keep them from accessing the platform.

Nara uses her *wall of frost* to separate the PCs, allowing the scouts to concentrate fire on a smaller group of characters. She uses her *freezing bolt* to slow the advance of melee characters, and uses *ice slide* to move PCs off the platform if they access it. She grants *ice armor* to her winter wolves, if possible.

Nara orders the scouts to stand their ground no matter what the cost, but if she is at half of her bloodied total or lower, she attempts to flee up the ice bridge to make her last stand with the ice gargoyles in the hall above.

### WHAT NARA KNOWS

Nara of the Wastes is not above selling information for her life. If she is captured and coerced into talking in exchange for her freedom, she tells the PCs about Chillreaver, his relationship with the frost giants, and what she knows of his plans (see the Setup in this encounter). She also mentions that Chillreaver has greatly amplified the power of an artifact known as the *Seed of Winter*, which was given to him by a fomorian king from the Feywild named Cachlain.



## FEATURES OF THE AREA

**Illumination:** This area is brightly lit.

**Ceiling:** The ceiling is 60 feet from the floor.

**Crevasse:** The crevasse is 20 feet deep and requires a DC 20 Athletics check to climb.

**Platform:** A platform connects to an ice bridge and dominates the middle of the room, with a 30-foot ledge that requires a DC 20 Athletics check to climb. The platform is accessible by a natural ice stairway. Ascending these stairs counts as difficult terrain; descending them is treated as normal terrain.

**Ice Bridge:** The ice bridge slopes upward and is slick; it is treated as a slide by creatures without ice walk. The ice bridge is difficult terrain, and a creature that enters one of the ice bridge's squares must make a DC 20 Acrobatics check; failure indicates that the creature moves to the end of the bridge (on the platform side), falls prone, and ends its move.

**Stream and Pool:** The water here is 10 feet deep, and it can be crossed by swimming or jumping over it. However, choke frost rises up from the water, hindering the movement of any creature passing through it.

**Choke Frost:** The squares containing the stream and pool, as well as all squares adjacent to them, are filled with choke frost, which is a light, white mist that congeals into thick ice as creatures move through it. Creatures entering a square of choke frost take a -1 penalty to speed for each square of choke frost through which they move. As a move action, a creature can negate this penalty. The frost giants (and other creatures with the cold keyword) are immune to this effect. The winter wolves are not immune, and they stay on their side of the water unless they traverse up the platform.

**Ice Tunnel:** The tunnel to the southeast goes under and out into the frost giant enclave, then severely slopes upward 10 feet. Exiting the tunnel on the frost giant enclave side requires ice walk, a burrow speed, or a DC 15 Athletics check.



**Nara of the Wastes, Level 19 Controller (Leader)  
Frost Giant Ice Shaper (N)**

Large elemental humanoid (cold, giant) XP 2,400

**Initiative** +12    **Senses Perception** +16

**HP** 182; **Bloodied** 91

**AC** 32; **Fortitude** 32, **Reflex** 29, **Will** 33

**Resist** 15 cold

**Speed** 8 (ice walk)

 ⊕ **Freezing Flail** (standard; at-will) ♦ **Cold, Weapon**

Reach 2; +24 vs. AC; 2d12 + 4 cold damage.

 ↘ **Freezing Bolt** (standard; at-will) ♦ **Cold**

Ranged 20; +22 vs. Reflex; 2d12 + 4 cold damage, and the target is immobilized (save ends).

 ↘ **Ice Slide** (minor 1/round; at-will)

Ranged 10; +22 vs. Fortitude; the frost giant ice shaper slides the target 3 squares.

 ✨ **Wall of Frost** (standard; recharge [E]) ♦ **Cold, Conjunction**

 Area wall 12 within 10; the frost giant 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** (standard; recharge [E])

One ally within 10 squares of the frost giant ice shaper gains resist 10 to all damage until the end of the ice shaper's next turn.

**Icebound Footing**

When an effect pulls, pushes, or slides a frost giant ice shaper, the ice shaper moves 2 squares less than the effect specifies. Also, an ice shaper can make a saving throw to avoid being knocked prone.

**Alignment** Evil    **Languages** Giant, Primordial

**Skills** Arcana +14, Heal +21, Intimidate +20

**Str** 21 (+14)    **Dex** 16 (+12)    **Wis** 25 (+16)

**Con** 22 (+15)    **Int** 10 (+9)    **Cha** 22 (+15)

**Equipment** chainmail, flail

**3 Frost Giant Scouts (S)    Level 15 Artillery**

Large elemental humanoid (cold, giant) XP 1,200 each

**Initiative** +13    **Senses Perception** +17

**HP** 115; **Bloodied** 57

**AC** 28; **Fortitude** 26, **Reflex** 28, **Will** 27

**Resist** 15 cold

**Speed** 9 (ice walk)

 ⊕ **Icy Spear** (standard; at-will) ♦ **Cold, Weapon**

Reach 2; +20 vs. AC; 1d10 + 6 cold damage.

 ⊕ **Icy Arrow** (standard; requires longbow; at-will) ♦ **Cold, Weapon**

Ranged 20/40; +22 vs. AC; 1d12 + 8 cold damage, and the target is slowed until the end of the frost giant scout's next turn.

 ✨ **Chillshards** (standard; recharge [E]) ♦ **Cold, Weapon**

 Area burst 1 within 20; +20 vs. Fortitude; 1d12 + 8 cold damage, and the target is slowed and cannot take immediate or opportunity actions until the end of the frost giant scout's next turn. *Aftereffect*: The target is slowed until the end of the frost giant scout's next turn.

**Tundra Hunter** (standard; recharges when first bloodied)

 The frost giant makes a melee or ranged attack. If the attack hits, the target gains vulnerable 10 cold (save ends). *Aftereffect*: The target gains vulnerable 5 cold (save ends).

**Quick Release**

The frost giant scout does not provoke opportunity attacks when it makes ranged or area attacks.

**Icebound Footing**

When an effect pulls, pushes, or slides a frost giant, the giant moves 2 squares less than the effect specifies. Also, a frost giant can make a saving throw to avoid being knocked prone.

**Alignment** Evil    **Languages** Giant

**Skills** Athletics +16, Stealth +18

**Str** 19 (+11)    **Dex** 23 (+13)    **Wis** 20 (+12)

**Con** 19 (+11)    **Int** 10 (+7)    **Cha** 10 (+7)

**Equipment** hide armor, spear, longbow, 40 arrows

**2 Winter Wolves (W)    Level 14 Skirmisher**

Large natural magical beast XP 1,000 each

**Initiative** +14    **Senses Perception** +10; low-light vision

**HP** 141; **Bloodied** 70

**AC** 28; **Fortitude** 27, **Reflex** 26, **Will** 24

**Resist** 20 cold

**Speed** 8 (ice walk)

 ⊕ **Bite** (standard; at-will) ♦ **Cold**

+19 vs. AC; 1d10 + 6 damage plus 1d6 cold damage, or 2d10 + 6 damage plus 1d6 cold damage against a prone target.

 † **Takedown** (standard; usable only when charging; at-will) ♦ **Cold**

+19 vs. AC; 2d10 + 6 damage plus 1d6 cold damage, and the target is knocked prone.

 ✨ **Freezing Breath** (standard; recharge [E]) ♦ **Cold**

 Close blast 5; +17 vs. Reflex; 2d6 + 6 cold damage. *Miss*: Half damage.

**Drag** (minor; usable only while adjacent to a prone enemy; at-will)

The winter wolf shifts 1 square, and pulls a prone target that is adjacent to it 1 square.

**Alignment** Evil    **Languages** Common, Giant

**Str** 23 (+13)    **Dex** 21 (+12)    **Wis** 17 (+10)

**Con** 21 (+12)    **Int** 9 (+6)    **Cha** 10 (+7)

## 17: GARGOYLES IN THE HALL

Encounter Level 16 (6,800 XP)

### SETUP

4 ice gargoyles (G)

2 ice gargoyle reavers (R)

This hall was fashioned by Chillreaver as his grand receiving chamber, and he one day hopes to take his conquered foes here for the purpose of subjugating them. For now, it serves as the home for the first of his creations born from the bosom of Icehome—his ice gargoyles.

The ice gargoyles serve Chillreaver as messengers, scouts, and guards for the nearly completed upper level of his palace. Even more so than the other creatures of Icehome, they are completely subservient to his whims—effectively an extension of his will—and Chillreaver views them as his children.

When the PCs arrive here from the ice bridge, read:

*This room sits in stark contrast to everything you've seen before in the iceberg complex. Here, it appears that the room has been intricately carved from the ice; no snow, rough patches, or uneven grades mar the smooth walls, floors, and ceiling of this chamber.*

*Perfectly round ice columns frame a large-based platform at the far end. On top of the platform are two massive ice gargoyle statues. To either side of this platform sit smaller ones with smaller ice gargoyles. There is no visible exit from this room except where you entered.*

The ice gargoyles begin in their ice form. If a PC moves past the last set of pillars leading into the center of the room, the ice gargoyles revert to their normal forms and attack. They also do the same if a PC moves adjacent to the illusory sliding wall to the east.

### TACTICS

When the ice gargoyles revert to their normal forms, they use *flying grab* to harry their foes, using the ample ceiling to maneuver out of range of melee and short ranged attacks.

<b>2 Ice Gargoyle Reavers (R)</b>	<b>Level 15 Lurker</b>
Large elemental humanoid (cold)	XP 1,200 each
<b>Initiative</b> +17	<b>Senses</b> Perception +17; darkvision
<b>Freezing Gaze (Cold)</b> aura 2; requires the ice gargoyle reaver to be in its <i>ice prison</i> ; an enemy that enters or starts its turn within the aura is weakened until the start of its next turn and takes 5 cold damage.	
<b>HP</b> 116; <b>Bloodied</b> 58	
<b>AC</b> 29; <b>Fortitude</b> 28, <b>Reflex</b> 27, <b>Will</b> 26	
<b>Immune</b> slow; <b>Resist</b> 15 cold	
<b>Vulnerable</b> fire (the ice gargoyle reaver grants combat advantage until the end of the attacker's next turn)	
<b>Speed</b> 6, fly 8; see also <i>flying grab</i>	
⊕ <b>Claw</b> (standard; at-will) ♦ <b>Cold</b>	
Reach 2; +20 vs. AC; 1d8 + 6 damage, and ongoing 5 cold damage (save ends).	
⊕ <b>Bloodchill Bite</b> (standard; recharge ☒☒) ♦ <b>Cold, Healing</b>	
+20 vs. AC; 2d6 + 5 cold damage (3d6 + 5 cold damage against a weakened target), the target gains vulnerable 5 cold (save ends), and the ice gargoyle reaver regains 5 hit points.	
⊕ <b>Flying Grab</b> (standard; recharges after using <i>ice prison</i> )	
The ice gargoyle reaver flies 8 squares and makes a melee basic attack at the end of that movement. If the attack hits, the target is grabbed. The ice gargoyle reaver can try to move the grabbed target as part of its next move action. If it succeeds, it can move or fly at full speed, pulling the target with it.	

The ice gargoyle reavers stay close to their enemies, keeping as many PCs as possible within their *freezing gaze*. Targets that are weakened by the gaze are then subjected to their *bloodchill bite*.

The gargoyles fight until they are destroyed.

<b>Ice Prison</b> (standard; at-will)		
The ice gargoyle reaver encases itself and anyone it is grabbing in ice. In this form, the ice gargoyle reaver and any target it is grabbing gain resist 20 all, except against the cold damage dealt by this power. Both can still see their surroundings, but they cannot use other normal senses. A target the ice gargoyle reaver is grabbing is stunned, restrained, and takes ongoing 20 cold damage (save ends all, ending the grab and <i>ice prison</i> ). <i>Aftereffect</i> : The target is slowed and weakened until the end of the ice gargoyle reaver's next turn.		
Each time a target the ice gargoyle reaver is grabbing takes the ongoing cold damage, the ice gargoyle reaver regains 5 hit points. The ice gargoyle reaver can take no actions in the <i>ice prison</i> , other than to end the effect (a minor action). If the gargoyle takes damage in this form, the <i>ice prison</i> is broken, freeing the grabbed target as if it saved and ending the grab.		
<b>Alignment</b> Evil	<b>Languages</b> Primordial	
<b>Skills</b> Stealth +19		
<b>Str</b> 25 (+14)	<b>Dex</b> 24 (+14)	<b>Wis</b> 17 (+10)
<b>Con</b> 22 (+13)	<b>Int</b> 5 (+4)	<b>Cha</b> 20 (+12)

**4 Ice Gargoyles (G)** **Level 12 Lurker**  
 Medium elemental humanoid (cold) XP 700 each

**Initiative** +14 **Senses** Perception +15; darkvision

**HP** 96; **Bloodied** 48

**AC** 26; **Fortitude** 25, **Reflex** 23, **Will** 23

**Immune** slow; **Resist** 15 cold

**Vulnerable** fire (the ice gargoyle is dazed until the end of the attacker's next turn)

**Speed** 6, fly 8; see also *flyby grab*

 ⊕ **Claw** (standard; at-will) ♦ **Cold**

+17 vs. AC; 1d6 + 5 damage plus 1d6 + 4 cold damage.

 † **Flyby Grab** (standard; recharges after using *ice prison*)

The ice gargoyle flies 8 squares and makes a melee basic attack at the end of that movement. If the attack hits, the target is grabbed. The ice gargoyle can try to move the grabbed target as part of its next move action. If it succeeds, it can move or fly at full speed, pulling the target with it.

**Ice Prison** (standard; at-will)

The ice gargoyle encases itself and anyone it is grabbing in ice. In this form, the ice gargoyle and any target it is grabbing gain resist 15 all, except against the cold damage dealt by this power. Both can still see their surroundings, but they cannot use other normal senses. A target the ice gargoyle is grabbing is stunned, restrained, and takes ongoing 20 cold damage (save ends all, ending the grab and the ice prison). *Aftereffect:* The target is slowed until the end of the ice gargoyle's next turn.

Each time a target the ice gargoyle is grabbing takes the ongoing cold damage, the ice gargoyle regains 5 hit points. The ice gargoyle can take no actions in the *ice prison*, other than to end the effect (a minor action). If the gargoyle takes damage in this form, the *ice prison* is broken, freeing the grabbed target and ending the grab.

**Alignment** Evil **Languages** Primordial

**Skills** Stealth +18

**Str** 24 (+14) **Dex** 23 (+13) **Wis** 10 (+12)

**Con** 20 (+13) **Int** 5 (+4) **Cha** 17 (+10)

## FEATURES OF THE AREA

**Illumination:** This area is brightly lit.

**Ceiling:** The ceiling is 60 feet from the floor.

**Floor:** The floor here is treated as difficult terrain for anyone moving on it without ice walk. In addition, creatures without ice walk standing on the floor are moved one additional square when subjected to forced movement.

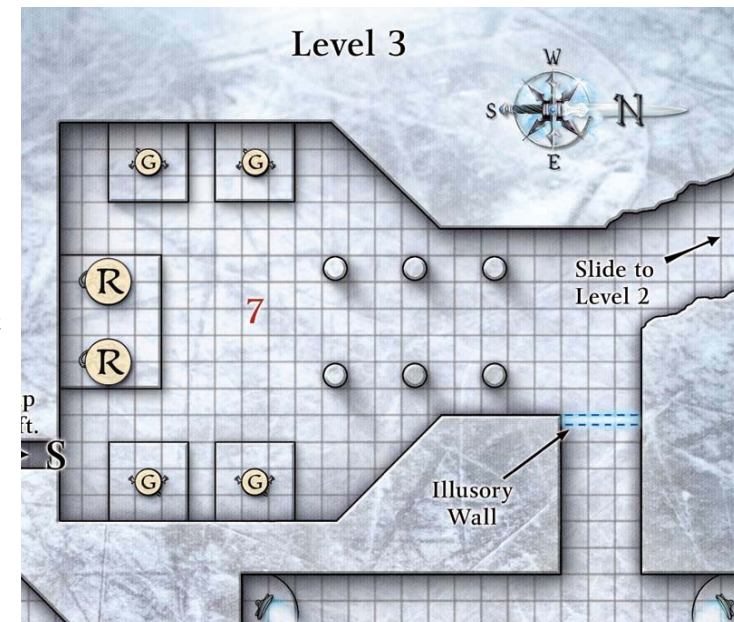
**Secret Door:** There is a secret door to the south that leads into Chillreaver's treasure chamber. It can be discovered with a DC 25 Perception check, and a DC 20 Arcana check or DC 25 Thievery check opens it.

**Illusory Sliding Wall:** To the east, a wall has been masked by an illusion. A character adjacent to the wall who succeeds on a DC 15 passive Perception check notices that something is unusual about the wall. Another DC 25 Perception check or DC 25 Arcana check pierces the illusion and reveals an intricate inscription in Draconic upon the wall.

The inscription reads,

*"Pass through this portal and enter the presence of Chillreaver, master of Icehome, greatest among the Dark Queen's frozen children. Prepare for supplication in the proper manner, and you can enter his fearsome domain and receive his cold gift."*

A character who kneels in a square adjacent to the wall causes the wall to slide away into the Chillreaver's chamber. This can also be accomplished with a DC 20 Thievery check in one of the adjacent squares.



A DC 13 Perception check reveals a torn scrap of a note stuck between the talons of one of the defeated gargoyles.

The note reads:

*"...new dwarf emissary has arrived at the court. He seems shrewd and capable, and his family connections will help us at the stone king's court in light of the events in Sayre. I have faith that Her Majesty's will should prevail, but Ironfell's presence will only help..."*

The rest is blurred or torn, except for a fragment of a signature, which reads "Zetc..."

## 18: CHILLREAVER'S SEED

Encounter Level 18 (10,000 XP)

### SETUP

Chillreaver (C)

Seed of Winter (S)

Of late, Chillreaver has spent almost all his time here, coaxing every possible thread of power from the *Seed of Winter*. As he gets closer and closer to finishing off the island nation of Nefelus, his abilities with the artifact have gone far beyond the reach of mortal users.

He has constructed this chamber to house the artifact, channel its power, and provide a sanctum sanctorum for himself to draw even more secrets from the *Seed*. More information on Chillreaver's plans and his motives can be found in Appendix 2 (page 49).

**When the PCs enter the chamber, read:**

*Inside is an impressive and terrifying sight. The room is bathed in blue-white light, with beams focused on a small white object floating atop a pedestal high above your heads. The beams originate from ten silvery mirrors positioned along the east and west sides of the walkway you stand upon. Down below, you can see the base of the pedestal where the beams are focused; the pedestal's length make it appear almost like an ice obelisk. An energy hangs about the room, and the air is colder than you've felt anywhere else in the complex. Briefly, you feel an invasive presence in your mind, as if it is searching for something . . . and then it is gone.*

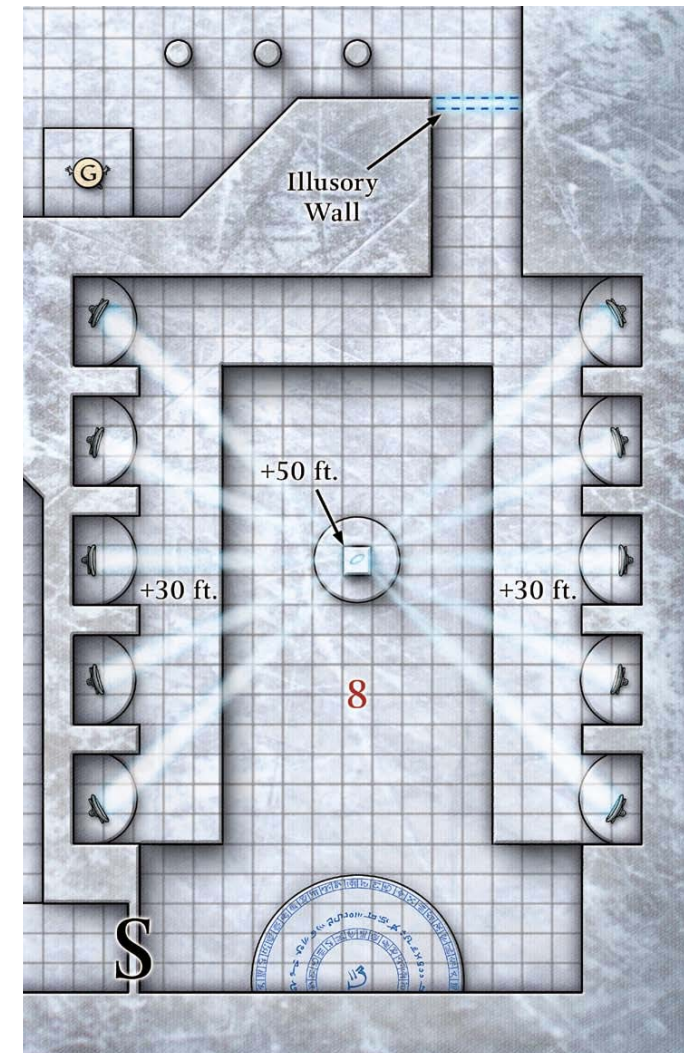
*You then fix your eyes upon the terrible form that sits upon a rune-inscribed icy dais at the far end of the room. A gigantic, two-headed white dragon meets your gaze, its eyes black as the soulless depths and its mouths smoking with its icy breath. It speaks, both voices echoing off the icy walls in unison, "The mages must be desperate to save their people. They send outsiders here to do their work. How weak! How pathetic! Soon the storm comes to them, and nothing will escape my wrath!"*

### TACTICS

Chillreaver is not at all pleased that the PCs have arrived at this late hour. Furious, he launches his assault on the characters by flying across the room and using his *breath weapon* against the largest PC concentration possible. He stays up in the air, hovering near the *Seed* to protect it from the characters' meddling.

In subsequent rounds, Chillreaver keeps out of melee range as long as possible, attacking with *icy tomb* against targets that are effective at range, and using his *frightful presence* when all (or almost all) the PCs can be affected. He uses his action points as soon as he can (provided he can take two attack actions in a round in which he spends an action point).

Chillreaver is no coward, and he does not abandon the *Seed of Winter* under any circumstances. If one or more characters start shattering the *silver mirrors* or attempt to wrest the *Seed* from its pedestal, Chillreaver assaults them with great fury, choosing his most damaging attacks. If it looks likely that the PCs will destroy all the *silver mirrors*, Chillreaver attempts to snatch up the *Seed of Winter* and exit Icehome through the treasure room and out the top of the iceberg. There, he can mount a final stand against the PCs.



## FEATURES OF THE AREA

**Illumination:** This area is brightly lit.

**Ceiling:** The ceiling is 60 feet from the floor.

**Floor:** The floor here is treated as difficult terrain for anyone moving on it without ice walk. In addition, creatures without ice walk standing on the floor are moved 1 additional square when subjected to forced movement.

**Walkway:** A walkway frames the room in a “U”-shape. The walkway is 30 feet up from the floor where the dais and pedestal base are found, and it’s another 20 feet up in the room’s center to the *Seed of Winter*. The *silver mirrors* are at the walkway level, pointed up at the *Seed*.

**Secret Door:** A secret door to the south leads into Chillreaver’s treasure chamber. PCs discover it with a DC 20 Perception check, and it can be opened with a DC 20 Arcana check or DC 25 Thievery check. Chillreaver might use this way out to flee with the *Seed of Winter* if he’s able.

**Runed Dais:** The semicircular dais on the eastern side of the room bears a number of deep blue or purple rejuvenation runes carved into the ice. Any creature on or adjacent to the dais who makes a DC 20 Arcana check can spend a healing surge as a minor action. Chillreaver can also take advantage of this twice during the combat.

**Silver Mirrors:** Ten *silver mirrors* focus the energy of the *Seed of Winter*, allowing Chillreaver to tap into an incredible amount of ancient power. These *silver mirrors* are big—about 6 feet tall by 4 feet wide—and were stolen from various places in the world by Chillreaver’s agents. A DC 23 Arcana check reveals these are some of the *silver mirrors* that the Nefelese once used as communication devices, and their magic

has now been appropriated to power and focus the artifact. Although they are extremely bulky and heavy to carry out (they each weigh about 60 pounds), they are easy enough to shatter and render completely useless for good or ill. They have AC 29, other defenses 26; hp 1. A DC 21 Dungeoneering check reveals that shattering all the *silver mirrors* will cause the *Seed of Winter* to fall to the floor.

### Chillreaver, Exarch of Tiamat (C) Level 17 Solo Soldier Huge natural magical beast (dragon) XP 8,000

**Initiative** +13      **Senses** Perception +17; darkvision  
**Chillwrath Aura (Cold)** aura 2; each square within the aura costs enemies 1 extra square of movement to enter.

**HP** 845; **Bloodied** 422; see also *bloodied breath*  
**AC** 33; **Fortitude** 31, **Reflex** 29, **Will** 29

**Resist** 25 cold, 10 poison

**Saving Throws** +5; see *two-headed*

**Speed** 8 (ice walk), fly 8 (hover), overland flight 12

**Action Points** 2

⊕ **Bite** (standard; at-will) ♦ **Cold**

Reach 3; +23 vs. AC; 2d6 + 7 plus 2d6 cold damage, plus 2d6 cold damage on an opportunity attack or against an immobilized target.

⊕ **Claw** (standard; at-will)

Reach 3; +23 vs. AC; 2d4 + 7 damage, and the target is pulled 2 squares.

‡ **Chillreaver’s Fury** (standard; at-will)

Chillreaver makes a bite attack and a claw attack.

↘ **Deep Freeze** (standard; recharge [E]) ♦ **Cold**

Ranged 10; +22 vs. Fortitude; 2d6 + 7 cold damage, ongoing 10 cold damage, and the target is immobilized and dazed (save ends all). *Aftereffect:* The target is slowed until the end of Chillreaver’s next turn.

↵ **Breath Weapon** (standard; recharge [E]) ♦ **Cold**

Close blast 5; +21 vs. Reflex; 6d6 + 7 cold damage, and the target is immobilized and dazed (save ends both). *Aftereffect:* The target is slowed until the end of Chillreaver’s next turn.

↵ **Bloodied Breath** (free, when first bloodied; encounter) ♦ **Cold**

Chillreaver’s breath weapon recharges, and he uses it immediately.

↵ **Frightful Presence** (standard; encounter) ♦ **Fear**

Close burst 10; targets enemies; +21 vs. Will; the target is stunned until the end of Chillreaver’s next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

**Threatening Reach**

Chillreaver can make opportunity attacks against all enemies within his reach (3 squares).

**Two-Headed**

Chillreaver rolls initiative twice, and receives two full turns during a round. He rolls for recharge on each of his turns. Each time Chillreaver becomes dazed or stunned, or suffers from an effect that has the charm keyword, that effect ends at the end of his next turn.

**Alignment** Evil      **Languages** Common, Draconic

**Skills** Arcana +15, Athletics +24

**Str** 22 (+14)      **Dex** 16 (+11)      **Wis** 17 (+11)

**Con** 26 (+16)      **Int** 14 (+10)      **Cha** 14 (+10)

## AFTERMATH

Once the *Seed of Winter* is unseated from its position on the pedestal, a blast of energy crackles through the room. Five rounds later, a great rumbling sound is followed by deafening cracks. The magic which sustained Icehome is becoming undone, and the whole structure will soon crumble into the sea. The characters need to escape. Go to “Escape from Icehome” on page 16.

**Seed of Winter (S)**  
Trap

**Level 18 Blaster**  
XP 2,000

*A large shimmering white acorn floats on a pedestal high above. Cold blue-white beams travel from 10 silver mirrors positioned throughout the chamber to converge on the seed.*

**Trap:** The *Seed of Winter* attacks the nearest creature without the cold keyword within range on its turn.

### Perception

Characters can't use Perception to detect this trap.

### Additional Skill: Arcana

- ◆ DC 25: The character recognizes that the silver mirrors are focusing the *Seed of Winter's* power.
- ◆ DC 30: The *Seed of Winter* is an artifact and is indestructible by any conventional means.

**Initiative +8**

### Trigger

Once on its turn, the trap attacks the nearest creature to it within range without the cold keyword.

### Attack

**Standard Action**                      **Ranged 10**

**Target:** One creature

**Attack:** +24 vs. Will

**Hit:** The target is dominated (save ends) and is under the control of Chillreaver. *Aftereffect:* The target takes 2d10 + 5 cold damage and is immobilized (save ends).

### Countermeasures

- ◆ An adjacent character can remove the *Seed of Winter* from its pedestal with a DC 35 Thievery or Strength check. This disables the trap. The character gains a +2 bonus to this check for each silver mirror that has been destroyed. The *Seed of Winter* falls to the floor if all the silver mirrors have been destroyed.
- ◆ A character can attack any of the 10 silver mirrors (AC 29, other defenses 26; hp 1 each). Destroying all the silver mirrors disables the trap and the *Seed of Winter* falls to the floor.



## SC2: ESCAPE FROM ICEHOME

Encounter Level 16 (7,000 XP)

### SETUP

Start running the skill challenge, and have the action move from one scene to another with the dragon fighting all along the way. Run a few rounds of combat, have the PCs make a round of skill checks, move the scene, and start over again until you reach a climactic conclusion!

If the fight against Chillreaver (see the encounter beginning on page 40) spills outside through the hole in the roof, the PCs find themselves atop the steep, treacherous summit of Icehome. Away from the 15-foot wide pit that leads back down to area 9, the ground slopes steeply away. The summit is covered with difficult terrain, and the steep slope means that any round a character makes an attack, he or she must also succeed on a DC 20 Acrobatics check or fall prone after making the attack. A character wearing spiked ice shoes receives a +5 bonus on this check. Chillreaver's size and weight mean that the dragon does not need to make Acrobatics checks if he lands to face the characters.

**Escape from Icehome** **Level 16**  
Skill Challenge **XP 7,000**

*The iceberg is beginning to break up and crumble into the sea, and you have to escape before you're taken down with it!*

The PCs must find a way to escape from Icehome before the whole iceberg completely collapses.

#### Complexity

5 (requires 12 successes before 3 failures).

#### Primary Skills

Acrobatics, Athletics, Dungeoneering, Endurance, Perception

#### Other Skills

Arcana, Thievery

#### Victory

The PCs escape crumbling Icehome just before it falls into the sea, and they arrive back in Nefelus safely.

#### Defeat

The PCs are crushed in the collapse of the iceberg. Each PC loses all remaining healing surges and must make three DC 20 Endurance checks to attempt to swim to shore wounded in frigid cold water. If all three checks fail, the PC is dead and the body is later recovered by the surviving PCs.

#### Special: Grabbing Treasure

A PC can attempt to grab an as-yet unclaimed treasure parcel on the way out. This is declared when a primary skill check for the skill challenge is made; the check has a -5 penalty applied. (Also see Thievery, below.)

#### Special: Ice Walk

PCs with ice walk receive a +2 bonus to Acrobatics and Athletics checks for the duration of the skill challenge.

#### Special: Overland Flight

PCs with overland flight earn one automatic success for the group.

#### Special: Recovering Bodies

A PC can attempt to recover a body left elsewhere in the cavern on the way out, provided that the PC is heading in the general direction of the location of the body. This is declared when a primary skill check for the skill challenge is made; the check has a -5 penalty applied.

#### Acrobatics

DC 13 A successful check counts as a success on the skill challenge.

*The PC dodges out of the way of incoming ice boulders, falling debris, and floor hazards. Alternatively, the PC can wriggle through spaces that got a little too tight when the collapse began.*

#### Arcana

DC 20 A success or failure on this check does not count as a success or failure on the skill challenge. *The PC has heard of similar magical energy imploding when the power source was drastically diminished. They also learn that the creatures affected by the Seed of Winter have begun to revert back to their normal form. The PC receives a +2 bonus to the next check in the skill challenge.*

#### Athletics

DC 13 A successful check counts as a success on the skill challenge. *The PC jumps, climbs, and runs to safety, using raw physical power to negotiate the hazards.*

#### Dungeoneering

DC 13 A successful check counts as a success on the skill challenge. *The PC knows the ins and outs of ice caves, and how to successfully avoid hazards while negotiating a collapsing structure.*

#### Endurance

DC 13 A successful check counts as a success on the skill challenge. *Slow and steady wins the race, and the PC endures the cold water, icy tunnels, and windy slopes to find escape.*

#### Perception

DC 13 A successful check counts as a success on the skill challenge. *The PC looks for cracks and splits in the ice, falling debris, and shortcuts on the way out.*

#### Thievery

DC 20 A success or failure on this check does not count as a success or failure on the skill challenge. *The PC can make a Thievery check to grab an as-yet unclaimed treasure parcel. If the check is successful, the PC does not take a penalty to the primary skill check.*



## SC3: CONVINCING BEJAM

Encounter Level 15 (1,200 XP)

### SETUP

Bejam is willing to entertain the notion, but he is not convinced that he can do the most good away from his people and the Thraxinium. The PCs need to convince him to leave his ancestral home to represent the island nation in the Coalition.

**Convincing Bejam**  
Skill Challenge

**Level 15**  
XP 1,200

*You have made a proposal to Bejam to have him represent the Nefelese among the Coalition against the githyanki threat. Although he seems reasonably receptive to the idea, he still has doubts that he can do his people the greatest good by leaving his official duties in Nefelus.*

The PCs attempt to convince Bejam that he should join the Coalition, so that Nefelus has a voice among the group.

#### Complexity

1 (requires 4 successes before 3 failures).

#### Primary Skills

Arcana, Bluff, Diplomacy, Insight

#### Victory

The PCs convince Bejam to join the Coalition. He agrees to leave with Amyria once he has informed the Thraxinium of his decision.

#### Defeat

Bejam is unsure that leaving his people is the right thing to do in these dangerous times. He promises Nefelese assistance to the Coalition, but does not seek a seat among the group.

#### Special

All PCs receive a +1 bonus to checks in the skill challenge if they returned Uarion or brought back the *apparatuses of Kwalish*. If they did both, all PCs receive a +2 bonus instead.

#### Arcana

DC 18 A successful check counts as a success on the skill challenge.

*The PC explains that Nefelus's magical strengths might be exploited without proper representation on the Coalition.*

#### Bluff

DC 18 A successful check counts as a success on the skill challenge.

*The PC flatters Bejam with talk of his accepting nature and the ability to have an open discourse, even with strangers from the mainland.*

#### Diplomacy

DC 11 A successful check counts as a success on the skill challenge.

*The PC explains the merits of having a voice on the Coalition, allowing Nefelese interests to be fully articulated to the other members.*



#### Insight

DC 11 A successful check counts as a success on the skill challenge.

*The PC senses that Bejam is struggling with this decision and wants to do what's best for his people, but sees the greater good in personally representing Nefelus.*

## APPENDIX 1: NEW MONSTERS

Several new monsters are introduced in the adventure and are also described below.

### FROST GIANT SCOUT

FROST GIANT SCOUTS PROVIDE LONG-RANGE SUPPORT for their fellow frost giants with their cold-based attacks.

Frost Giant Scout		Level 15 Artillery
Large elemental humanoid (cold, giant)		XP 1,200
Initiative +13	Senses Perception +17	
HP 115; Bloodied 57		
AC 28; Fortitude 26, Reflex 28, Will 27		
Resist 15 cold		
Speed 9 (ice walk)		
⚔ Icy Spear (standard; at-will) ♦ Cold, Weapon		
Reach 2; +20 vs. AC; 1d10 + 6 cold damage.		
⚔ Icy Arrow (standard; requires longbow; at-will) ♦ Cold, Weapon		
Ranged 20/40; +22 vs. AC; 1d12 + 8 cold damage, and the target is slowed until the end of the frost giant scout's next turn.		
❄ Chillshards (standard; recharge ☹ ☹) ♦ Cold, Weapon		
Area burst 1 within 20; +20 vs. Fortitude; 1d12 + 8 cold damage, and the target is slowed and cannot take immediate or opportunity actions until the end of the frost giant scout's next turn. <i>Aftereffect:</i> The target is slowed until the end of the frost giant scout's next turn.		
Tundra Hunter (standard; recharges when first bloodied)		
The frost giant makes a melee or ranged attack. If the attack hits, the target gains vulnerable 10 cold (save ends). <i>Aftereffect:</i> The target gains vulnerable 5 cold (save ends).		
Quick Release		
The frost giant scout does not provoke opportunity attacks when it makes ranged or area attacks.		
Icebound Footing		
When an effect pulls, pushes, or slides a frost giant scout, the giant moves 2 squares fewer than the effect specifies.		
Alignment Evil	Languages Giant	
Skills Athletics +16, Stealth +18		
Str 19 (+11)	Dex 23 (+13)	Wis 20 (+12)
Con 19 (+11)	Int 10 (+7)	Cha 10 (+7)
Equipment hide armor, spear, longbow, 40 arrows		

### FROST GIANT SCOUT TACTICS

A frost giant scout stays at the longest distance away from its targets as possible while maintaining effective use of its icy arrow and chillshards.

### ICETOUCHED CREATURE

The influences of Chillreaver's manipulation of the *Seed of Winter* have resulted in several creatures becoming partially transformed both in body and mind. Physically, these creatures appear as normal,

except that they have a blue-white frostlike tinge to their skin or hide, and they have deep blue eyes. Mentally, their wills have become more pliable, and they are completely subservient to Chillreaver.

An icetouched creature is treated just like a normal version of the base creature, except for the following changes.

#### Ice-touched Creature

Resist 10 cold

Speed Gains ice walk





## ICE GARGOYLE

CHILLREAPER CALLED THESE CREATURES from the Elemental Chaos, using the power of the *Seed of Winter*. He uses the ice gargoyles to guard the upper reaches of Icehome. Occasionally, they fly around the area near the ice floe and act as Chillreaver's eyes when the dragon is busy directing the power of the *Seed of Winter*.

Ice gargoyles are native to the Elemental Chaos, and they inhabit the bitterly cold places of the world and other planes. When encountered, they most commonly appear to be vague forms encased in steaming ice. Telltale signs of an ice gargoyle lair are various creatures trapped in ice with shocked looks of horror on their faces.

## ICE GARGOYLE TACTICS

An ice gargoyle begins combat within its *ice prison*. When prey comes near, it reverts to its normal form and makes a flying grab. It then returns to its *ice prison* to feed on the creature it grabbed. If it is damaged by fire, it concentrates its attacks on the enemy that dealt it fire damage.

## ICE GARGOYLE REAVER TACTICS

The ice gargoyle reaver fights like its smaller kin, but it has the added tactic of entering its *ice prison* and then using *bloodchill bite* on a foe its aura has weakened.

Ice Gargoyle	Level 12 Lurker	
Medium elemental humanoid (cold)	XP 700	
<b>Initiative</b> +14	<b>Senses</b> Perception +15; darkvision	
<b>HP</b> 96; <b>Bloodied</b> 48		
<b>AC</b> 26; <b>Fortitude</b> 25, <b>Reflex</b> 23, <b>Will</b> 23		
<b>Immune</b> slow; <b>Resist</b> 15 cold		
<b>Vulnerable</b> fire (the ice gargoyle is dazed until the end of the attacker's next turn)		
<b>Speed</b> 6, fly 8; see also <i>flyby grab</i>		
⊕ <b>Claw</b> (standard; at-will) ⊖ <b>Cold</b>		
+17 vs. AC; 1d6 + 5 damage plus 1d6 + 4 cold damage.		
⊕ <b>Flyby Grab</b> (standard; recharges after using <i>ice prison</i> )		
The ice gargoyle flies 8 squares and makes a melee basic attack at the end of that movement. If the attack hits, the target is grabbed. The ice gargoyle can try to move the grabbed target as part of its next move action. If it succeeds, it can move or fly at full speed, pulling the target with it.		
<b>Ice Prison</b> (standard; at-will)		
The ice gargoyle encases itself and anyone it is grabbing in ice. In this form, the ice gargoyle and any target it is grabbing gain resist 15 all, except against the cold damage dealt by this power. Both can still see their surroundings, but they cannot use other normal senses. A target the ice gargoyle is grabbing is stunned, restrained, and takes ongoing 20 cold damage (save ends all, ending the grab and the ice prison). <i>Aftereffect</i> : The target is slowed until the end of the ice gargoyle's next turn.		
Each time a target the ice gargoyle is grabbing takes the ongoing cold damage, the ice gargoyle regains 5 hit points. The ice gargoyle can take no actions in the <i>ice prison</i> , other than to end the effect (a minor action). If the gargoyle takes damage in this form, the <i>ice prison</i> is broken, freeing the grabbed target and ending the grab.		
<b>Alignment</b> Evil	<b>Languages</b> Primordial	
<b>Skills</b> Stealth +18		
<b>Str</b> 24 (+14)	<b>Dex</b> 23 (+13)	<b>Wis</b> 10 (+12)
<b>Con</b> 20 (+13)	<b>Int</b> 5 (+4)	<b>Cha</b> 17 (+10)

<b>Ice Gargoyle Reaver</b>	<b>Level 15 Lurker</b>
Large elemental humanoid (cold)	XP 1,200
<b>Initiative</b> +17	<b>Senses</b> Perception +17; darkvision
<b>Freezing Gaze (Cold)</b> aura 2; requires the ice gargoyle reaver to be in its <i>ice prison</i> ; an enemy that enters or starts its turn within the aura is weakened until the start of its next turn and takes 5 cold damage.	
HP 116; <b>Bloodied</b> 58	
AC 29; <b>Fortitude</b> 28, <b>Reflex</b> 27, <b>Will</b> 26	
<b>Immune</b> slow; <b>Resist</b> 15 cold	
<b>Vulnerable</b> fire (the ice gargoyle reaver grants combat advantage until the end of the attacker's next turn)	
<b>Speed</b> 6, fly 8; see also <i>flying grab</i>	
⊕ <b>Claw</b> (standard; at-will) ⊕ <b>Cold</b> Reach 2; +20 vs. AC; 1d8 + 6 damage, and ongoing 5 cold damage (save ends).	
⊕ <b>Bloodchill Bite</b> (standard; recharge ☼ ☼) ⊕ <b>Cold, Healing</b> +20 vs. AC; 2d6 + 5 cold damage (3d6 + 5 cold damage against a weakened target), and the target gains vulnerable 5 cold (save ends).	
⊕ <b>Flying Grab</b> (standard; recharges after using <i>ice prison</i> ) The ice gargoyle reaver flies 8 squares and makes a melee basic attack at the end of that movement. If the attack hits, the target is grabbed. The ice gargoyle reaver can try to move the grabbed target as part of its next move action. If it succeeds, it can move or fly at full speed, pulling the target with it.	
<b>Ice Prison</b> (standard; at-will) The ice gargoyle reaver encases itself and anyone it is grabbing in ice. In this form, the ice gargoyle reaver and any target it is grabbing gain resist 20 all, except against the cold damage dealt by this power. Both can still see their surroundings, but they cannot use other normal senses. A target the ice gargoyle reaver is grabbing is stunned, restrained, and takes ongoing 20 cold damage (save ends all, ending the grab and <i>ice prison</i> ). <i>Afterspell:</i> The target is slowed and weakened until the end of the ice gargoyle reaver's next turn. Each time a target the ice gargoyle reaver is grabbing takes the ongoing cold damage, the ice gargoyle reaver regains 5 hit points. The ice gargoyle reaver can take no actions in the <i>ice prison</i> , other than to end the effect (a minor action). If the gargoyle takes damage in this form, the <i>ice prison</i> is broken, freeing the grabbed target as if it saved and ending the grab.	
<b>Alignment</b> Evil	<b>Languages</b> Primordial
<b>Skills</b> Stealth +19	
<b>Str</b> 25 (+14)	<b>Dex</b> 24 (+14) <b>Wis</b> 17 (+10)
<b>Con</b> 22 (+13)	<b>Int</b> 5 (+4) <b>Cha</b> 20 (+12)

## ARCTIC SAHUAGIN

THE SAHUAGIN WERE THE FIRST TO BE AFFECTED by the *Seed of Winter's* transformative influence. In the past, they harried the island of Nefelus, but now they pose an even greater threat. Contact with the *Seed's* emanations has quickly turned these creatures into tougher versions of their more mundane counterparts. In addition, some of the sahuagin are starting to find ways to alter their powers in their new forms, evolving beyond what they once were.

Reveling in their newfound power, these arctic sahuagin were the first of Chillreaver's allies, attempting to maintain his favor in exchange for more power. One day soon, they hope to wreak havoc on the Nefalese in revenge for years of frustration at the magocracy's hands.

Some arctic sahuagin ride dire sharks that have also been changed by the *Seed of Winter*.

<b>Arctic Sahuagin Guard</b>	<b>Level 11 Minions</b>
Medium natural humanoid (aquatic)	XP 150
<b>Initiative</b> +10	<b>Senses</b> Perception +7; low-light vision
HP 1; a missed attack never damages a minion.	
AC 27; <b>Fortitude</b> 24, <b>Reflex</b> 23, <b>Will</b> 22	
<b>Immune</b> cold	
<b>Speed</b> 5 (7 on a charge, ice walk), swim 5 (7 on a charge)	
⊕ <b>Trident</b> (standard; at-will) ⊕ <b>Weapon</b> +18 (+19 against a bloodied target) vs. AC; 7 damage (9 damage to a bloodied target), and the target is marked until the end of the arctic sahuagin guard's next turn.	
✂ <b>Javelin</b> (standard; at-will) ⊕ <b>Weapon</b> Ranged 10/20; +18 (+19 against a bloodied target) vs. AC; 7 damage (9 damage to a bloodied target).	
<b>Blood Frenzy</b> The arctic sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
<b>Alignment</b> Chaotic evil	<b>Languages</b> Abyssal
<b>Str</b> 16 (+8)	<b>Dex</b> 14 (+7) <b>Wis</b> 12 (+6)
<b>Con</b> 14 (+7)	<b>Int</b> 10 (+5) <b>Cha</b> 10 (+5)
<b>Equipment</b> trident, 3 javelins	



**Arctic Sahuagin Raider** **Level 11 Soldier**  
 Medium natural humanoid (aquatic) XP 600

**Initiative** +11 **Senses** Perception +8; low-light vision  
**HP** 112; **Bloodied** 56  
**AC** 27; **Fortitude** 24, **Reflex** 23, **Will** 22  
**Resist** 10 cold  
**Speed** 5 (7 on a charge, ice walk), swim 5 (7 on a charge)

⊕ **Trident** (standard; at-will) ◆ **Cold, Weapon**  
 +18 (+19 against a bloodied target) vs. AC; 1d8 + 5 (1d8 + 7 to a bloodied target) damage plus 1d8 cold damage, and the target is marked until the end of the arctic sahuagin raider's next turn.

↘ **Trident** (standard; at-will) ◆ **Weapon**  
 Ranged 10/20; +18 (+19 against a bloodied target) vs. AC; 2d6 + 5 (2d6 + 7 to a bloodied target) damage.

⊕ **Opportunistic Strike** (immediate reaction, when a flanked enemy shifts; at-will) ◆ **Cold, Weapon**  
 The arctic sahuagin raider makes a melee basic attack against the enemy.

⊕ **Sliding Strike** (immediate interrupt, when a marked enemy makes an attack that doesn't include the arctic sahuagin raider; at-will) ◆ **Cold, Weapon**  
 The arctic sahuagin raider shifts 7 squares adjacent to the triggering enemy, and makes a melee basic attack against that enemy.

**Blood Frenzy**  
 The arctic sahuagin raider gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.

**Alignment** Chaotic evil **Languages** Abyssal  
**Str** 20 (+10) **Dex** 14 (+7) **Wis** 12 (+6)  
**Con** 14 (+7) **Int** 10 (+5) **Cha** 10 (+5)

**Equipment** 2 tridents

**Arctic Sahuagin Priest** **Level 13 Artillery**  
 Medium natural humanoid (aquatic) XP 800

**Initiative** +11 **Senses** Perception +12; low-light vision  
**HP** 101; **Bloodied** 50  
**AC** 25; **Fortitude** 24, **Reflex** 25, **Will** 26  
**Resist** 10 cold  
**Speed** 5 (7 on a charge, ice walk), swim 5 (7 on a charge)

⊕ **Longspear** (standard; at-will) ◆ **Cold, Weapon**  
 Reach 2; +17 (+18 against a bloodied target) vs. AC; 1d10 + 4 (1d10 + 6 to a bloodied target) damage plus 1d8 cold damage, and the target slides 1 square.

↘ **Freezing Bolt** (standard; at-will) ◆ **Cold**  
 Ranged 10; +18 (+19 against a bloodied target) vs. Fortitude; 2d6 + 6 (2d6 + 8 to a bloodied target) cold damage, and the target is slowed until the end of the arctic sahuagin priest's next turn.

↘ **Arctic Jaws** (standard; recharges when no target is affected by this power) ◆ **Cold**  
 Ranged 20; icy shark jaws appear and bite the target; +18 (+19 against a bloodied target) vs. Will; 2d6 + 6 (2d6 + 8 to a bloodied target) cold damage, and target gains vulnerable 5 cold and is slowed (save ends both).

**Blood Frenzy**  
 The arctic sahuagin priest gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.

**Alignment** Chaotic evil **Languages** Abyssal, Common  
**Skills** Intimidate +15  
**Str** 16 (+9) **Dex** 18 (+10) **Wis** 20 (+11)  
**Con** 16 (+9) **Int** 12 (+7) **Cha** 16 (+9)

**Equipment** trident, holy symbol, frozen kelp robe

**Arctic Sahuagin Baron** **Level 15 Elite Brute (Leader)**  
 Large natural humanoid (cold, aquatic) XP 2,400

**Initiative** +11 **Senses** Perception +8; low-light vision  
**Blood Healing** (Healing) aura 10; any ally within the aura that starts its turn adjacent to a bloodied enemy regains 5 hit points.

**HP** 360; **Bloodied** 180  
**AC** 27; **Fortitude** 38, **Reflex** 26, **Will** 27

**Resist** 10 cold  
**Saving Throws** +2  
**Speed** 5 (7 on a charge; ice walk), swim 7 (9 on a charge)  
**Action Points** 1

⊕ **Trident** (standard; at-will) ◆ **Cold, Weapon**  
 Reach 2; +18 (+20 against a bloodied target) vs. AC; 1d10 + 7 (1d10 + 12 against a bloodied target) damage plus 1d10 cold damage; see also *blood hunger*.

⊕ **Bloodchill Claw** (standard; at-will) ◆ **Cold**  
 Reach 2; +18 (+20 against a bloodied target) vs. AC; 1d6 + 7 (1d6 + 12 against a bloodied target) damage, and ongoing 5 cold damage and the target is slowed (save ends both).

⊕ **Javelin** (standard; at-will) ◆ **Weapon**  
 Ranged 10/20; +18 (+20 against a bloodied target) vs. AC; 2d8 + 7 (2d8 + 12 against a bloodied target) damage.

⊕ **Baron's Fury** (standard; at-will) ◆ **Cold, Weapon**  
 The arctic sahuagin baron makes a trident attack and two claw attacks.

**Blood Hunger**  
 The arctic sahuagin baron gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against bloodied enemies.

**Alignment** Chaotic evil **Languages** Abyssal, Common  
**Skills** Intimidate +15  
**Str** 22 (+13) **Dex** 18 (+11) **Wis** 12 (+8)  
**Con** 18 (+11) **Int** 12 (+8) **Cha** 16 (+10)

**Equipment** trident, 3 javelins, headdress

**Arctic Dire Shark** **Level 14 Skirmisher**  
 Huge natural beast (aquatic, mount) XP 1,000

**Initiative** +16 **Senses Perception** +9

**HP** 139; **Bloodied** 69

**AC** 28; **Fortitude** 26, **Reflex** 28, **Will** 23

**Resist** 10 cold

**Speed** swim 10 (12 on a charge)

 ⊕ **Bite** (standard; at-will)

+17 (+19 against creatures without a swim speed) vs. AC; 3d6 + 5 damage.

**Deft Swimmer** (while mounted by a friendly rider of 14th level or higher; at-will) ◆ **Mount**

The dire shark's rider gains a +2 bonus to AC against opportunity attacks. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed.

**Waterborn**

While in water, the dire shark gains a +2 bonus to attack rolls against creatures without a swim speed.

**Alignment** Unaligned **Languages** –

**Str** 21 (+12) **Dex** 24 (+14) **Wis** 14 (+9)

**Con** 19 (+11) **Int** 2 (+3) **Cha** 9 (+6)

## CHILLREAYER

Chillreaver is a mighty two-headed white dragon and exarch of Tiamat that originally laired in the lands north of the Winterbole Forest. There, he made the berserker barbarian tribes run in fear and fought the frost giant jarl to claim control over their clans.

Under the command of his Dark Queen, he set his four eyes on Nefelus, where he was tasked with bringing woe to the prosperous island nation. He soon acquired a means to allow him to accomplish his ruinous plans from the fomorian king Cachlain—an artifact known as the *Seed of Winter*. He is determined to make the most of his time with the artifact, and if he can, find a way to keep the *Seed* in service to his queen.

He has unlocked power in the *Seed* that none other can claim; his essence is in perfect concordance with the *Seed's* wishes, and it fuels his desire for conquest and

ruin upon those who seek warmth and comfort. Crippling Nefelus and bringing the chill of winter will allow the dragon to mount an attack on the island itself.

## PERSONALITY

Chillreaver has a vicious, brutal mind. Above all, he revels in the suffering of others at his command. He aspires to lay waste to lands and turn them into arctic deserts, to kill the warmth of the summer, and to turn joy into grief and loss. Chillreaver is, in many ways, the dark parts of winter personified.

The two-headed dragon also loves to subjugate others and would want nothing more than to rule over a continent of sentient creatures that he could endlessly and mercilessly exploit for his own cruel whims. He hopes to begin that dream with Nefelus.

**Chillreaver, Exarch of Tiamat** **Level 17 Solo Soldier**  
 Huge natural magical beast (dragon) XP 8,000

**Initiative** +13 **Senses Perception** +17; darkvision

**Chillwrath Aura (Cold)** aura 2; each square within the aura costs enemies 1 extra square of movement to enter.

**HP** 845; **Bloodied** 422; see also *bloodied breath*
**AC** 33; **Fortitude** 31, **Reflex** 29, **Will** 29

**Resist** 25 cold, 10 poison

**Saving Throws** +5; see *two-headed*
**Speed** 8 (ice walk), fly 8 (hover), overland flight 12

**Action Points** 2

 ⊕ **Bite** (standard; at-will) ◆ **Cold**

Reach 3; +23 vs. AC; 2d6 + 7 plus 2d6 cold damage, plus 2d6 cold damage on an opportunity attack or against an immobilized target.

 ⊕ **Claw** (standard; at-will)

Reach 3; +23 vs. AC; 2d4 + 7 damage, and the target is pulled 2 squares.

 † **Chillreaver's Fury** (standard; at-will)

Chillreaver makes a bite attack and a claw attack.

 ⚔ **Deep Freeze** (standard; recharge [E]) ◆ **Cold**

 Ranged 10; +22 vs. Fortitude; 2d6 + 7 cold damage, ongoing 10 cold damage, and the target is immobilized and dazed (save ends all). *Aftersave*: The target is slowed until the end of Chillreaver's next turn.

For all his aspirations, Chillreaver is not without a practical side. He has assembled a number of allies to his cause, promising to those he cannot directly control a small claim to his soon-to-be massive resource gain. He values strong, unwavering loyalty to him and his "Dark Queen's" cause, and he reluctantly acknowledges those that aid his efforts. Of course, he'll ultimately be thinking about the long-term prospects of claiming his allies' resources even as he prepares to support them in battle.

## LORE

**Arcana or Religion DC 25:** Chillreaver is a powerful, two-headed white dragon legendary in the north. He is also particularly blessed by Tiamat, who gave him his second head, and serves as one of her exarchs.

 ⚡ **Breath Weapon** (standard; recharge [E]) ◆ **Cold**

 Close blast 5; +21 vs. Reflex; 6d6 + 7 cold damage, and the target is immobilized and dazed (save ends both). *Aftersave*: The target is slowed until the end of Chillreaver's next turn.

 ⚡ **Bloodied Breath** (free, when first bloodied; encounter) ◆ **Cold**

Chillreaver's breath weapon recharges, and he uses it immediately.

 ⚡ **Frightful Presence** (standard; encounter) ◆ **Fear**

 Close burst 10; targets enemies; +21 vs. Will; the target is stunned until the end of Chillreaver's next turn. *Aftersave*: The target takes a -2 penalty to attack rolls (save ends).

**Threatening Reach**

Chillreaver can make opportunity attacks against all enemies within his reach (3 squares).

**Two-Headed**

Chillreaver rolls initiative twice, and receives two full turns during a round. He rolls for recharge on each of his turns. Each time Chillreaver becomes dazed or stunned, or suffers from an effect that has the charm keyword, that effect ends at the end of his next turn.

**Alignment** Evil **Languages** Common, Draconic

**Skills** Arcana +15, Athletics +24

**Str** 22 (+14) **Dex** 16 (+11) **Wis** 17 (+11)

**Con** 26 (+16) **Int** 14 (+10) **Cha** 14 (+10)

## APPENDIX 2: NEW MAGIC ITEMS AND RITUALS

### ELEMENTAL PRISM

One of the many secrets of Nefelus, an *elemental prism* allows its user to convert one element to another.

#### Elemental Prism Level 16

*This flickering prism focuses elemental power and converts it to a different element, bathing you in a protective glow.*

**Wondrous Item** 45,000 gp

**Power (Encounter):** Free Action. Use this power when you make an attack that deals acid, cold, fire, lightning, poison, or thunder damage. Change all your attack's damage to a different type of your choice among those above. You gain resist 15 to your attack's original damage type until the end of your next turn.

### SOLACE BOLE

*You transport yourself and your companions to the hollow of an enormous tree trunk in the Feywild. While you're there, time passes slowly in the place you once were.*

**Level:** 12 **Component Cost:** 500 gp  
**Category:** Travel **Market Price:** 2,600 gp  
**Time:** 10 minutes (see below) **Key Skill:** Arcana (no check)  
**Duration:** 1 hour (see below)

You and up to five other creatures you designate within 10 squares of you are transported to a sealed hollow the size of a comfortable room within a magical tree in the Feywild. The hollow has a glowing light you can control and is filled with sweet air. You can remain within the bole for up to 12 hours. Thereafter, or when you will it to be so, you and all the creatures the ritual took to the hollow return to the exact place they left. Only 1 hour of time has passed in the world. If you took an extended rest

within the bole, you must wait 12 hours after your return to the world to take another one.

If you have assistance when performing this ritual, divide the casting time by the number of participants. The assistants all chant in a fey harmony while you perform the ritual. Anyone you want to assist you in this way can learn the proper harmony during an extended rest.

### THE SEED OF WINTER

The *Seed of Winter* is appropriate for paragon-level characters.

#### Seed of Winter Paragon Level

*This outsized, pearlescent acorn is one of the fabled artifacts of the Winter Court of the Feywild. It is a potent reminder of the power the fey can hold over the environment.*

The *Seed of Winter* is a +3 *implement* that acts as either a wand or a totem, and possesses the following properties.

**Enhancement:** Attack rolls and damage rolls

**Critical:** +3d6 cold damage, or +3d10 cold damage against creatures with the fire keyword

**Property:** You gain a +2 item bonus to Endurance checks and Intimidate checks.

**Property:** You gain ice walk.

**Property:** Enemies take a -2 penalty to saving throws against your powers that have the charm or fear keyword.

**Power (At-Will ♦ Arcane, Cold, Implement):** Standard Action. You can use *ray of frost* (wizard 1). You can use Intelligence, Wisdom, or Charisma for the attack roll.

**Power (Encounter ♦ Arcane, Cold, Implement):** Standard Action. You can use *winter's wrath* (wizard 7). You can use Intelligence, Wisdom, or Charisma for the attack roll.

**Power (Daily ♦ Cold, Implement, Primal, Reliable):** Standard Action. You can use *devouring ice* (druid 15). You can use Intelligence, Wisdom, or Charisma for the attack roll.

### GOALS OF THE SEED OF WINTER

- ◆ Bring the touch of winter to even the most sweltering climes.
- ◆ Oppose the agents of the Summer Fey and elemental fire.
- ◆ Demand obedience from the weak and frail.
- ◆ Be reunited with the Winter Court.

### ROLEPLAYING THE SEED OF WINTER

The *Seed of Winter* communicates in a harsh female voice, which leaves an echo reminiscent of tinkling glass. It issues demands to its owner, and screams with rage when it is not obeyed. The more the user obeys the seed, the more he or she becomes aloof, cold, and authoritarian, willing to resort to harsh means to accomplish any task. Some say that the *Seed of Winter* contains the resonance of an archfey who once lived in the Winter Court.

### CONCORDANCE

Starting Score	5
Owner gains a level	+1d10
Owner is a creature with the cold keyword	+2
Owner has at least one power with the cold keyword	+1
Owner kills a creature with the fire keyword (1/day)	+1
Owner dominates or intimidates a creature (1/day)	+1
Owner refuses the <i>Seed</i> (2/day)	-1
Owner or an ally kills a creature with the cold keyword (1/day)	-2
Owner frees a creature from mental control (1/day)	-2

**PLEASED (16–20)**

*“The Seed and I shall bring forth the icy grip of obedience to those who try to deny us.”*

Harsh, dominating, and cold, the wielder and the *Seed* are one with each other.

The *Seed*'s enhancement bonus increases to +4.

**Critical:** +4d6 cold damage, or +4d10 cold damage against creatures with the fire keyword

**Property:** You gain resist 10 cold.

**Power (Daily ♦ Charm):** Minor Action. An enemy within 5 squares of you makes a melee basic attack against an adjacent target of your choice.

**SATISFIED (12–15)**

*“The Seed and I prepare the weak for the bitter times ahead.”*

The wielder has proven worthy to possess the *Seed*, which grows more sated with each cold victory.

**Property:** You gain resist 5 cold.

**Power (Encounter):** Free Action. You can use this power when you hit an enemy with a power that slows the target. That enemy is immobilized instead.

**NORMAL (5–11)**

*“The Seed asks only for my loyalty and to follow its wisdom.”*

The *Seed* makes only occasional demands of its wielder, but if such demands are not followed, it is prone to outbursts of anger.

**UNSATISFIED (1–4)**

*“The Seed chides me at every turn, wearing on my will. Nothing I do ever pleases it.”*

The wielder is being forgiving to others or refrains from bringing winter to the warm. The *Seed* is in a perpetual state of negative emotion, constantly judging the wielder or screaming in rage.

**Property:** You take a -2 penalty to your Will.

**Special:** You gain vulnerable 5 fire.

**ANGERED (0 OR LOWER)**

*“No! Leave me be! I have only cold sorrow now.”*

Howling with fury, the *Seed* crushes the wearer's spirit and demands to be passed on to someone with a stronger will.

The *Seed*'s enhancement bonus drops to +2.

**Critical:** +2d6 cold damage, or +2d10 cold damage against creatures with the fire keyword

**Property:** You take a -4 penalty to your Will.

**Special:** You gain vulnerable 10 fire.

**Special:** Whenever you would be slowed, you are immobilized instead.

**MOVING ON**

*“The wintry reaches of the Feywild call again to the Seed.”*

The *Seed of Winter* eventually tires of the mortal world and its “civilized” ways, and returns to the possession of a creature of the Feywild to renew its ancient energy. If the *Seed* is at least satisfied, it leaves behind an implement of cold of the user's choice.

*About the Author*

Originally thought to have been raised from a humble Midwestern family, **Chris Tulach** actually fell to Earth in a meteorite-shaped capsule flung from a planet far outside our galaxy. While under the yellow rays of Sol, Chris's nerdity far surpasses that of any normal human. Using this precious gift only for good, he has become the D&D® Organized Play Content Developer, responsible for the development and deployment of DUNGEONS & DRAGONS® organized play programs. He is also the co-author of *E2 Kingdom of the Ghouls™*.