

SKY'S FAVOR

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

BY AMANDA AND JAMES HOLDRIDGE

REVIEWED BY GREG MARKS

PLAYTESTED BY GARY AFFELDT, TIM BAILEY, JASON BRADLEY,
MARK BRADLEY, TOM BRADLEY, RICHARD BROWN, TERRANCE COOLEY,
DAVID KROLNIK, TONY MALINOWSKI, COLIN MCGOUGH, MITTELSTAEDT,
AND BEN SIEKERT

The nation of Cormyr calls upon the power of the Five Companies, but there is a price for this newly forged alliance. Adventurers must travel to the very Pillars of Creation and retrieve artifacts stolen by the treacherous Seric Vargenos. A *Living Forgotten Realms* adventure set in the Elemental Chaos for characters of the Paragon tier (levels 11-20).

This adventure happens at roughly the same time (in-game) as SPEC5-3, and after the events of ADCP5-1. The events of this adventure have a direct impact on the Battle Interactive ADCP5-2 *Best Defense* (although you do not have to play the BI to get the full benefits from this adventure, and the story is self-contained).

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

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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure are noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

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

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Paragon tier of play (levels 1-10). Heroic-tier and Epic-tier characters may not play this adventure. The highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also

one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the

adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

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

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it says so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next

milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

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

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

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

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

Adventure Level	Easy DC	Moderate DC	Hard DC
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

ADVENTURE BACKGROUND

Three years ago, Seric Vargenos, a member of House Jourdani, betrayed the Five Companies and stole the floating island of Yaulazna. As his plot manifested, his men murdered two of the skyship captains, Mariss Bez and Ianjo Shton. These events are covered in *CORE2-3 High Infidelity* and *CORE2-10 Upon the Sea of Stars*.

During his preparation, he stole items, treasures, and assets from the Five Companies. Perhaps he found them useful, or powerful, or intended to blackmail or extorts the Captains. Before he had a chance to capitalize on his stolen treasures, adventurers defeated him and restored Yaulazna to the Five Companies.

Unfortunately, the items were never recovered, and even Captain Errowd's legendary oracular abilities failed to discover where they had been stored. One of the captured assets was a spellscarred genasi woman named Taalee, with a unique mutation that made her invisible to divinations. She was turned to stone to prevent her escape, and her power has run wild, masking the entire fortress from any form of divination where the items are hidden.

Recently, Captain Yargo's information gathering unearthed the items locations - an abandoned fortress in the Elemental Chaos. With the help of powerful adventurers, the cache could be retrieved.

Now the nation of Cormyr has approached the Five Companies to bargain for their aid in an upcoming attack against Netheril. In addition to the princely sum the Companies demanded, the captains also called for the recovery of the treasures stolen from them. Captain Yargo shared the location of the fortress, and the bargain was struck - Cormyr would sponsor the recovery effort, and if it is successful, the Companies would ally with Cormyr.

This adventure follows directly off *SPEC5-3 What Distant Skies* and precedes *ADCP5-2 The Best Defense*.

DM'S INTRODUCTION

The adventure starts with the PCs attending a dinner party where Taliss Muirwood, and the leaders of the Five Companies, asks the PCs to travel into the Elemental Chaos and recover lost items from a recently abandoned fortress.

After the PCs learn the basic task, some of the representatives request the PCs complete specific tasks at the fortress. If the PCs complete the tasks, the captains will give their vote to ally with the nation of Cormyr in a strike against Netheril.

The PCs travel, largely uneventfully, to the fortress and then have to determine how to approach it. Viable options include stealth, deception, and violence.

Once inside the fortress, the PCs have a chance to explore it and determine which tasks they wish to complete - they quickly learn that they can only complete two of the four tasks, as some of the tasks are exclusive.

The PCs have the possibility of meeting and interacting with strange inhabitants that are left in the fortress. There are bound fire elementals that keep the ice from completely reclaiming the structure, and the PCs may encounter the telepathic bond ritual that gained a rudimentary sentience and controls the fortress.

If the PCs free the elementals they reduce the time available to explore the fortress, but also gain a small boon from the creatures. Destroying the telepathic bond can make their time in the fortress easier, but they can also choose to ignore it.

The PCs will find two keys as they explore, but each is protected by a set of guardians. Once a vault is opened with one, the key is destroyed and cannot be used to open any others. This limits the PCs options as it becomes clear that they will not be able to return all of the captain's treasures.

Once they have accomplished what they can the trip back is uneventful for the Elemental Chaos. The attitude of the various captains toward the PCs depends

completely if the items they wanted were retrieved. It is not possible to gain favor from all of them, but it is enough to give the nation of Cormyr some support in their assault.

PLAYER'S INTRODUCTION

Each PC receives a letter inviting them to a meeting in Cormyr, at the manor house of the Thorn family (give the players Handout 1; three copies of the letter are provided to cut apart and make it easier for the players to share).

History / Streetwise [Easy DC]

PCs who have played CORM1-4 *All The Kings Men*, CORM2-3 *Secret of the Queen of Thorns*, or NETH4-2 *The Tripartite Tower* automatically succeed.

The Thorn family is a noble family that has had a long history of sending its children into the military and a fierce loyalty to Cormyr and king.

The title of Oversword reflects a high military rank (roughly equivalent to a 1-star general in modern terms), and matriarch Keira is one of the King's Advisors.

The Thorn manor is not difficult to find at all, and when PCs arrive, they are quickly escorted inside.

The manor is tastefully, but expensively, decorated in a military style. The servants escort you to the main dining area and announce your presence. Before you are nearly two dozen men and women of various races, seated before an impressive feast. Adventurer's garb stands out in this finely dressed group, but it is clear that you hold an important place here.

The servants themselves don't know what the topic of the meeting is. They are very loyal to Cormyr and the Thorn family, and are well acquainted with the vagaries of adventurers. When the PCs have arrived and are ready, continue with Encounter 1. Please see Appendix 1 for information about the surviving captains.

FAST PLAY OPTIONS

If you are running this adventure in a limited time situation, such as a convention, be careful about your time use. Each encounter will include some suggestions for speeding up play.

Ensure that Encounter 1 takes no more than 15 minutes. Providing the PCs with Handout 2 allows you to skip over the individual scenes with the Captains.

Encounter 3, which is a basic exploration task, should be abbreviated. Quickly move into Encounter 4 to give the PCs direction and information.

Consider skipping, or paring down, the skill challenges in Encounters 4 and 5, and simply providing the PCs with the basic information through role-playing.

ENCOUNTER 1: A FORMAL DINNER

FAST PLAY OPTIONS

If play time is constrained, limit this encounter to about 15 minutes. Handout #2 contains a summary of what the Captains want - consider skipping, or summarizing, the interactions with the Captains after the opening read aloud text.

This encounter is divided into scenes. PCs can go to various scenes at their discretion, but always start with Scene 1. When the PCs leave the party, they always go to Scene 7.

Important NPCs: Taliss Muirwood, male human wizard; Remaining/Acting Captains of the Five Companies (see each scene).

Talis Muirwood greets the PCs, and invites them to eat. He thanks the PCs for coming, especially any PC he has worked with before (potentially in CORM1-4 All The Kings Men, CORM2-3 Secret of the Queen of Thorns, NETH4-2 The Tripartite Tower or NETH4-3 Purifying the Prophet).

Taliss is spell-scarred and when is stressed or injured, he splits himself into three parts. He has been working to hone this ability to accomplish more and his younger and older aspects are currently busy with other tasks. This is Taliss from his War Wizard years.

A tall human man dressed in the livery of a War Wizard rises and speaks. "Greetings! I am Taliss Muirwood, and this manor belongs to my dear friends, the Thorn family. They could not join us for this conference, but I speak in their stead. I asked you here for a serious task, but we are in no rush - enjoy your dinner first, and then we'll talk the weighty matters of state."

There are roughly two dozen individuals, besides the PCs, at the table. These are the leaders of the Five Companies and their supporters. Individual descriptions and personalities are in the associated scenes.

The food itself is high quality fair, focusing on regional delicacies. Unless the PCs make an issue of starting the briefing early, the dinner party proceeds with a studied avoidance of the night's big topic, but plenty of small-talk otherwise.

SCENE 1: THE BRIEFING

Important NPC: Talis Muirwood, male human wizard

Scene 1 begins after dinner, or immediately if the PCs insist.

Taliss Muirwood stands. To the captains, he says: "Ladies and gentlemen, please see to your entertainment. I will brief the adventurers on our plan, and then you can have your discussions." He turns towards you and, in a solemn voice, speaks:

"The nation of Elturgard was destroyed recently. Villains squatted in the shattered state for a while, aided by the power of Netheril. With the efforts of brave adventurers, and the sacrifice of far too many innocents, the capital city, focal point of the corruption, was cauterized.

"During the war, the allied forces observed that one of the leaders of the occupying forces was a shade from Netheril. She was very strong and exceptionally pale even for a shade. The woman had a very distinctive shield with the motif of a tooth filled maw.

"We desire to strike at Netheril, and show them that despite their power, they are not immune to the consequences of their actions."

He pauses to take a sip of wine, and continues: "The Five Companies are essential to this effort - we cannot mount a large attack against Netheril's flying cities without the sky-ships these captains can provide, but their aid is not given freely.

"Cormyr and the allied nations have promised them a considerable amount for their efforts, which they have accepted. However, there is an additional requirement - their enemy stole treasure from them, and it must be recovered to finalize our deal.

"Your task will be to travel to an abandoned fortress in the Elemental Chaos and recover some lost items for the Captains."

Taliss tells the PCs the following:

- He will explain the events of ADCP5-1 if necessary. The government of Elturgard-in-Exile led an assault against the occupying forces. The corruption of the Companion was too strong, and the allied forces decided to detonate the companion, rather than leave it to the villains. Many, many people died to cauterize this wound. The city was eradicated in the explosion.
- He explains that another group of adventurers recently helped restore a skyship, to round out

the Five Companies (This is SPEC5-3 *What Distant Skies*).

- The PCs will take the new skyship, helmed by acting captain Baern Hearthhammer, into the Elemental Chaos to the fortress.
- The fortress was established by Seric Vargenos, a traitor to the Five Companies, three years ago. When Seric was killed, his insurrection failed and the fortress was forgotten. (The insurrection of Seric Vargenos occurred in CORE2-10 *Upon the Sea of Stars*.)
- Captain Yargo discovered the location, and has more details about it.
- Seric stole items from the Five Companies and stored them there; the Captains will go into more details themselves about the items.
- There's almost no information about it, other than its location in the Pillars of Creation.

Taliss will answer the PCs' questions as best he can, but he defers conversations about the individual captains' tasks. The individual captains talk to the PCs in different locations of the manor, after the meal.

SCENE 2: COMPANY ERROWD

Important NPC: Captain Jorrz Errowd, male human

Captain Errowd and his entourage have set up in a parlor room around a set of maps. The man wears a red coat over a blue shirt. He has an impressive, curved mustache, covering his thoughtful frown. A falcon stands nearby, staring at you with predatory intensity.

The falcon is Errowd's familiar, and far more intelligent than the standard raptor. Jorrz Errowd is renowned for his oracular abilities. PCs may have interacted with him numerous times in the past, and he is appropriately grateful for their assistance.

He shared the following information with the PCs:

- He wants the PCs to recover Taalee, a genasi woman who was, many years back, his lover.
- She was kidnapped, presumably for extorting purposes, during the coup three years ago.
- Errowd has not been able to detect her – she's uniquely immune to his divinatory abilities. He is quite frustrated with this failure, and dislikes owing Shil Yargo a debt for finding the fortress.
- He provides a painting of her that she gave him once.
- While the two are no longer lovers, they are good friends and Errowd would like her set free.
- If the PCs are able to restore her freedom, he will commit Company Errowd to the cause.

SCENE 3: COMPANY FLURRIG

Important NPC: Acting Captain Baern Hearthhammer, male dwarf

Acting Captain Hearthhammer sits at a small bar in one of the entertaining parlors. He's young for a dwarf, but has a very impressive beard.

"If you can do as the captains ask and be done with this quickly then you'll have an ally in me. I liked things better when I was first mate."

Captain Hearthhammer is a direct, no-nonsense man. He's well-acquainted with adventurers, having a stubborn but successful brother and numerous nieces and nephews that are running about causing trouble. He shares the following with the PCs:

- He was Captain Iango Shton's first mate for a long time. He's been running Company Flurrig ever since, but didn't want the promotion.
- He doesn't like being captain, and doesn't consider himself a peer of the other captains.
- He knows the other captains don't consider him an equal, and he doesn't get a vote during conferences – although they do listen to his input. (DM's note: Captain Hearthhammer doesn't get a vote because he hasn't asserted a desire for one and doesn't think he deserves it. He does not resent the other captains for his lack of vote.)
- If the PCs can get at least two of the real captains, he'll have Company Flurrig support their efforts.
- He is quite sympathetic to Ianthé Bez's situation, as they were both promoted during Seric's betrayal.
- Shil Yargo has explained the specifics about the location in the Obelisk of Ice to Baern, because the *Lamassu* is going to take the PCs there.

SCENE 4: COMPANY TUNDAG

Important NPC: Captain Kurkar Randred, male dwarf

Captain Randred and his associates, humans and dwarves, have moved outside. Two of them are engaged in an axe-throwing contest, and the Captain is practicing archery against a distant target.

The captain is a stern, scarred dwarf. He stands at average height for a dwarf, but is thinner than expected.

Captain Randred is a quiet, solemn man. He shares the following with the PCs:

- Before the Windreavers attacked him, his family bow was stolen. During the attack, he was under-equipped and easily defeated.
- Fortunately, adventurers saved him (CORE2-3 *High Infidelity*) before the Windreavers stole his ship. He acts at least somewhat warmer to any PCs who were involved in his rescue.
- If the PCs are able to recover his family bow, so that his ancestors will not hold it against him, Company Tundag will join the war against the navies of Netheril.

SCENE 5: COMPANY YARGO

Important NPC: Captain Shil Yargo, female halfling

The halfling woman has moved out onto a balcony overlooking the city. One of her companions, a human man, is playing a rousing tune on a violin.

She looks at you and smiles: "I'm hoping you can do me a favor when you go to the Pillars of Creation."

Shil Yargo is a bold, direct woman. She tells the PCs the following:

- It was her network of informants and spies that learned about the fortress, not Errowd's abilities.
- Captain Yargo is quite proud of the fact that over three years, Errowd couldn't find it and she did.
- Acting Captain Baern knows the specific location - it's in the Obelisk of Ice, one of the Pillars of Creation.
- It's supposedly been abandoned for a while, but squatters could have taken it, or defenses might still be active.
- She tells the PCs there is a magic item in the fortress that prevents divinations over a large area. With this item, her plans and schemes won't be easily discovered.
- If the PCs bring her that item, she'll commit the *Buccaneer's Tear* to smashing Netheril.

SCENE 6: COMPANY BEZ

Important NPC: Acting Captain Ianthe Bez, female human

Ianthe Bez looks at you over her glass of wine. She's tall for a human woman, with her hair pulled into tight cornrows.

Ianthe Bez is quiet and contemplative. She shares the following:

- Ianthe was Mariss Bez's senior apprentice and First Mate. She took her mentor's name when Mariss was murdered by the agents of Vargenos.
- She resents the other Captains for not considering her a peer. She is frustrated with Baern's deferential attitude during meetings, feeling that his lack of ambition keeping the other captains from considering her a peer.
- If pressed, she begrudgingly admits that she has a vote during conferences.
- She greatly resents Shil Yargo. The adventurers that Jorrz Errowd enlisted chose to aid the pirate, rather than the brilliant Mariss Bez.
- If the PCs were the ones who made that choice, she's gruff, but willing to work with them.
- While it's not her task, she'd appreciate it if the PCs could find a way to creatively not fulfill Captain Yargo's request. She doesn't care that it would cost Shil Yargo's support.
- Mariss Bez's workshop was raided by the Windreavers during the coup. She had been working on a powerful ship to ship weapon at the time, and all her research was stolen.
- If the PCs can recover that research, and the prototype, so that Ianthe can finish it and earn her place as a full captain, then the *Storm of Vengeance* will descend upon Netheril.

SCENE 7: DEPARTURE

Important NPCs: Taliss Muirwood, war wizard; Perun Stormstrider, male genasi

This scene takes place when the PCs are done talking to the captains. The party ends, and the next morning the PCs can set sail.

The next day, storm clouds mask the rising sun. The Lamassu floats outside. Taliss Muirwood and a genasi man are casting a ritual upon the ship.

After finishing the current ritual, Taliss and Perun descend down to talk to the PCs.

"I'm glad you're here," Taliss begins. "I cannot travel with you myself; I need to help prepare the forces of Cormyr and the allied governments. I've asked my friend Perun, a wizard of some skill himself, to serve as the focus of the rituals I've cast. He'll travel with you, but he won't be doing any fighting."

The genasi man, tall with burned skin, smiles. "A storm is a wonderful omen for an outing like this! I hope you are excited about our tasks?"

Taliss tells the PCs the following:

- The *Lamassu* is not normally capable of travel through the Elemental Chaos. Taliss has cast a variant of *Endure Primordial Elements* on the ship, which will protect it from some of the basic hazards. It is focused on the genasi man, so it will last longer.
- The spell will only protect the ship; if the PCs want to protection, they'll need to do that themselves.
- Based on Shil Yargo's information, it will take three days to get to the appropriate location on the Obelisk of Ice.
- When the ship is ready, Taliss will cast *Plane Shift* on the *Lamassu* to get it to the Elemental Chaos. He's never been to the Obelisk of Ice, so he can't get it any closer.
- In the event one of the PCs has been the Obelisk of Ice, and can cast *Plane Shift*, he invites them to do so.
- He has no opinion on the tasks for the various captains. He asks the PCs to do their best and make the right decisions.

If a PC knows the Obelisk of Ice and can cast *Plane Shift*, she needs to make a DC 40 Arcana check to get the PCs to the Obelisk. Any other result still has the PCs arrive in the middle of a primordial storm.

When the PCs are ready to leave:

Taliss stands upon the ship. His fellow wizard takes a position upon the forecastle and begins mediating. Taliss starts casting the long, powerful ritual designed to shift a vehicle between planes.

As the mage's casting reaches a crescendo, the sky breaks open. A massive bolt of lightning blasts down from the sky reaching towards Taliss's outstretched hand. Thirty feet above the ship, it branches out in a blue-white web of arches and sparks, wrapping around the ship.

Filaments of liquid fire flow around and between the arcs of lightning, forming a cradle that eventually consumes all remaining vision of the sky. There is a strong, jarring shift and a rainbow explosion of colors, and the cradle is gone.

In its place is a storm ten times worse than the one you left! The ship lurches and lunges as the crew fight desperately to control it. Lightning strikes, flairs of fire, and crashing stone batter the ship. The ward Taliss placed upon the ship holds, but barely.

A tense hour later, the ship breaks free of the massive storm. With the ship safely flying into the sky, the deck settles and the crew relaxes slightly.

If Taliss cast the ritual, or the PC casting it didn't make a DC 20 Arcana check, it takes three days to get to fortress on the Obelisk of Ice.

If the PC casting it got at least the DC 20 Arcana check, they arrive after about a day's travel.

ENDING THE ENCOUNTER

When the PCs have arrived at the Obelisk of Ice, go to Encounter 2.

MILESTONE

This encounter does not count towards a milestone.

ENCOUNTER 2: OBELISK OF ICE

FAST PLAY OPTIONS

This encounter should take about 10 minutes. If time is of the essence, you can summarize the read aloud text and immediately hand the PCs Player Handout #3. If the PCs decide to climb the Obelisk (Encounter 2c), Baern tries to discourage them as being incredibly difficult.

The *Lamassu* travels through the Elemental Chaos until it finally reaches the Obelisk of Ice. Unfortunately, there are defensive measures in place and the PCs need to decide how to approach.

As the Lamassu surges its way around another acid glacier and past a hail of burning thunder, a column appears in the distance. Despite the vast nature, and occasionally subjective gravity of the plane, this pillar of multicolored ice rises straight up from far beyond visual range up thousands of yards into a cloud bank. It's as wide as a mountain, and shrouded in a light mist.

If the PCs want to learn more about the Obelisk of Ice, or the Pillars of Creation in general:

Arcana, History, or Nature [Moderate DC]

The Pillars of Creation are columns in the Elemental Chaos that have existed forever, as far as anyone can tell. They are formed from various elements - frozen ice, storm clouds, earth, and other more exotic materials.

The Obelisk of Ice is formed from some of the coldest ice in existence, cutting through even the staunchest cold resistance.

After bringing the skyship to a standstill, Baern calls you over to the railing. "Look," he points towards the Obelisk. Specks of light flicker here and there, and several small ships orbit it.

"The fortress is in there, and it's not abandoned, I think. Those are pickets. Soemone is guarding the Obelisk and there's enough there that the ship will get seriously damaged moving in, so we won't be doing that.

"You can take one of our skiffs in, though. With luck, you might be able to slip past them. Maybe even take one out and pilot in that way?"

"Or, if you're feeling daring, we can get you to the Obelisk further down, below the cloud. Then, you climb up. It'll be terribly cold, though.

"Whatever way, I suggest you prepare for the coldest day of your lives. That genasi wizard may be able to cast some spells upon you."

Give the PCs Handout #3, which implies the effects of the Obelisk's cold and Baern's suggested approaches.

The approach to the Obelisk of Ice is a separate encounter. If the PCs come up with another method of approach, run it as a similar complexity skill challenge to those provided. As the PCs seek to approach and discover the difficulty in doing so, if it's reasonable to retreat and consider another path, they may do so.

- Encounter 2a: The PCs take a skiff and try to slip past the pickets.
- Encounter 2b: The PCs take a skiff out to capture one of the picket ships and bluff their way in.
- Encounter 2c: The PCs decide to climb up the Obelisk.

The wizard Perun can cast some rituals on the PCs. He's distracted by being the focus of Taliss's ship-focused rituals, and is considerably less efficient than other casters. If the PCs pay for the components (at an increased price), he can cast the following rituals:

- *Endure Elements* (50 gp)
- *Endure Primordial Elements* (12000 gp)

How the PCs plan to return to the ship is up to them. There is a temporary portal circle that Taliss installed on the ship as a part of his prep. PCs that know the *linked portal* ritual can use it to return at any point, or PCs can buy ritual scrolls from Perun for 800 gp.

TROUBLESHOOTING

If the PCs come up with a reasonable or entertaining method to get to the Obelisk beyond those provided here, use common sense and improvise a skill challenge along the same lines as the three provided.

No matter how the PCs ask, Baern Hearthammer won't bring the *Lamassu* closer than two miles from the Obelisk.

ENDING THE ENCOUNTER

Encounter 3 begins when the PCs enter the fortress proper.

MILESTONE

As a whole, this encounter and its sub-encounters count towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 2A: THE BETTER PART OF VALOR

The PCs take a skiff out from the *Lamassu* and attempt to slip past the wards and pickets. The picket ships are crewed by elementals, and commanded by ice archons.

Your skiff disembarks from the Lamassu and you drift closer towards the Obelisk. Nearly a dozen ship-like things, made from solidified fire, water, and lightning flit about. You'll need to be careful to avoid the notice of these ships by hiding in the clouds or using magic to conceal or disguise yourselves.

SKILL CHALLENGE: STEALTHY MANEUVERS

Goal: Slip past the pickets that patrol the area around the Obelisk

Complexity: 1 (4 scenes)

Primary Skills: Varies by scene

Victory: The PCs are able to avoid the patrols and land undetected.

Defeat: The PCs attract too much attention and take damage during the ensuing fight.

This skill challenge is different from most other skill challenges. Instead of tracking a number of successes and failures, it comes down to the final scene. Each earlier scene provides some benefit or penalty, depending on how the PCs do.

Special - Elemental origin

Any PC with an elemental origin gets a +2 bonus on all checks in this skill challenge due to their innate connection to the Elemental Chaos.

SCENE 1: THE PRACTICALITIES OF STEALTH

Before you approach, there may be a way to conceal the ship's presence.

If the PCs have any preparations that they wish to do before heading towards the Obelisk, now's the time to do it.

Camouflage (History or Nature)

PCs can make an attempt to paint the ship to blend in with the background noise of the Elemental Chaos.

- **Hard DC Success:** The Stealth check in Scene 4 gets a +4 bonus.
- **Moderate DC Success:** The Stealth check in Scene 4 gets a +2 bonus.

- **Easy DC Success:** The Stealth check in scene 4 is unaffected.
- **Failure:** The Stealth check in scene 4 takes a -2 penalty.

Invisibility

If the PCs can cast a ritual, or have a similar ability, that can render the entire ship invisible, they get a +10 bonus on the Stealth check in scene 4. The skiff is 25 ft long by 10 ft wide.

SCENE 2: A BOAT OPERATES ON CONSENSUS

The skiff shifts under your feet. You'll have to get this thing moving before you can slip past the pickets.

The skiff must be competently crewed in order to approach. If the PCs are wallowing in the air, it will be harder to evade notice. The PCs must make a group check in order to make the skiff function appropriately.

Acrobatics [Moderate DC]

The PC takes a position in the rigging of the skiff, and controls the sails from there.

Arcana [Hard DC] (one PC only)

The skiff is powered by its connection to the *Lamassu*. Using a talent for the arcane, the PC strengthens that connection temporarily and the ship flies smoother.

Athletics [Moderate DC]

The PC pulls in the heavy hawsers that guide the ship and allow it to capture the primordial winds.

Diplomacy [Moderate DC] (one PC only)

The PC assumes the role of captain and starts coordinating efforts. A PC with at-will telepathy gains a +2 bonus on this check, as coordination is easier.

Nature [Hard DC]

The PC observes the environment, looking for subtle predictors of upcoming air shifts.

Perception [Hard DC] (one PC only)

The PC keeps a watch on the ship, looking for evidence the ship is flailing or that something is about to happen, and warns the group.

After all the PCs have made a check, the party succeeds if the PCs have 3 successes (4 successes, if there are 6 PCs). Either way, the party continues to the next scene.

Success: The ship is flying competently through the skies.

Failure: The skiff is wallowing through the skies of the Elemental Chaos. The Stealth check in scene 4 takes a -10 penalty.

SCENE 3: OBSERVE AND REPORT

Now that you're moving, you'll approach the area the pickets patrol. Keep your eyes open!

In this scene, the PCs must keep an eye on all of the picket ships, in order to choose the right approach.

The following can provide some assistance before making the check.

History [Hard DC]

The PC recalls descriptions of forces, patrols, and armies in the Astral Sea and Elemental Chaos, and gives everyone a +2 on their checks in this scene.

Each PC must make an Insight or Perception check (not making a check counts as failing it):

Insight [DC varies; see below]

The PC observes the picket formations, and intuitively how the patrol routes are organized.

Perception [DC varies; see below]

The PC looks through the sky, and keeps an eye out for patrol ships that might be getting too close.

For each PC's check (these effects are cumulative):

- **Hard DC Success:** The Stealth check in Scene 4 gets a +1 bonus. For every 5 by which the check exceeded the Hard DC, the stealth check gets another +1.
- **Moderate DC Success:** The Stealth check in Scene 4 is unaffected.
- **Failure:** The Stealth check in scene 4 takes a -1 penalty.

SCENE 4: INFILTRATION

Your ship is moving into the areas patrolled by the picket ships. Hopefully, your preparations are enough.

In order to pass through the pickets, one PC will have to make a Bluff or Stealth check; depending on the party's plan on how they plan to slip by. The PC with the best chance rolls with no aid another attempts (as these are assumed in the cumulative bonuses from the previous scenes).

Bluff or Stealth (One PC only, no aid another attempts)
The PC directs the ship through the pickets.

- **Hard DC:** The party is able to slip past the pickets without being detected.
- **Moderate DC:** The party is accosted by a single picket ship. The party loses a number of healing surges in the ensuing battle equal to the number of PCs. The players may divide them as they choose.
- **Easy DC:** The party is accosted by multiple picket ships. The party loses a number of healing surges in the ensuing battle equal to twice the number of PCs. The players may divide them as they choose.
- **Less than the Easy DC:** The party is accosted by virtually all the ships. The party loses a number of healing surges in the ensuing battle equal to four times the number of PCs. The players may divide them as they choose, but all PCs must lose at least one.

If the PCs did not get the Hard DC, the fortress is on alert (see Encounter 3 for details).

SUCCESS

See Scene 4 for details. The PCs succeed in the skill challenge by making the Hard DC on the final **Stealth** check. The PCs make it into the fortress without setting off *Fortress Alert* (Encounter 3).

FAILURE

See Scene 4 for details. If the PCs did not get the Hard DC on the final **Stealth** check, then *Fortress Alert* (Encounter 3) is active.

TROUBLESHOOTING

The earlier scenes are important in setting up the final modifiers for the Stealth check.

ENDING THE ENCOUNTER

After hiding their skiff near the entrance and making a short climb to the entrance, the PCs can enter and proceed to Encounter 3.

MILESTONE

As a whole, Encounter 2 counts towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 2B: A BRASH OPENING MOVE

With the *Lamassu* near the Obelisk, the PCs move to capture one of the picket ships. With the enemy's ship, the party will be able to dock without trouble.

Your skiff slips away from the Lamassu and heads towards the picket lines. With luck, you'll be able to capture it without injury and continue on with no one the wiser. Without luck, well...

SKILL CHALLENGE: SKYSHIP PIRACY

Goal: Steal a picket ship and bluff past the others

Complexity: 1 (4 scenes)

Primary Skills: Varies by scene

Victory: The PCs are able to land successfully.

Defeat: The PCs attract too much attention and take damage during the ensuing fight.

This skill challenge is different from most other skill challenges. Instead of tracking a number of successes and failures, it comes down to the final scene. Each earlier scene provides some benefit or penalty, depending on how the PCs do.

Special - Elemental origin

Any PC with an elemental origin gets a +2 bonus on all checks in this skill challenge due to their innate connection to the Elemental Chaos.

SCENE 1: A BOAT OPERATES ON CONSENSUS

The skiff shifts under your feet. You'll have to get this thing moving before you steal one of the picket ships.

The skiff must be competently crewed in order to approach. If the PCs are wallowing in the air, it will make it harder to capture an enemy ship. The PCs must make a group check in order to make the skiff function appropriately.

Acrobatics [Moderate DC]

The PC takes a position in the rigging of the skiff, and controls the sails from there.

Arcana [Hard DC] (one PC only)

The skiff is powered by its connection to the *Lamassu*. Using a talent for the arcane, the PC strengthens that connection temporarily and the ship flies smoother.

Athletics [Moderate DC]

The PC pulls in the heavy hawsers that guide the ship and allow it to capture the primordial winds.

Diplomacy [Moderate DC] (one PC only)

The PC assumes the role of captain and starts coordinating efforts. A PC with at-will telepathy gains a +2 bonus on this check, as coordination is easier.

Nature [Hard DC]

The PC observes the environment, looking for subtle predictors of upcoming air shifts.

Perception [Hard DC] (one PC only)

The PC keeps a watch on the ship, looking for evidence the ship is flailing or that something is about to happen, and warns the group.

After all the PCs have made a check, the party succeeds if the PCs have 3 successes (4 successes, if there are 6 PCs). Either way, the party continues to the next scene.

Success: The ship is flying competently through the skies.

Failure: The skiff is wallowing through the skies of the Elemental Chaos. The boarding checks in Scene 3 take a -5 penalty.

SCENE 2: CHOOSING YOUR VICTIMS

The picket ships are built from primordial elements. You'll need to choose one that, hopefully, will hurt you the least.

In this scene, the PCs need to choose a victim for their piracy.

The following checks can provide some assistance before making a target decision:

Arcana [Hard DC] (one success only)

The PC makes note of some telltale signs of elemental activity. This provides a +4 bonus on the Perception check.

Nature [Hard DC] (one success only)

The PC makes note of how the ships slip, flow, and waddle through the skies, and correlates that to their elemental type.

After preparing, the party attempts the check:

Perception [Moderate DC; aiding] (PCs not leading the effort)

The PC provides some information and assistance, giving a +2 bonus on the main check.

Perception (one PC only)

The PC observes the picket ships and chooses one to target. The elemental attunement of the target ship in scene 3 depends on the result of the success.

- **Hard DC:** The party can choose which attunement to attack in Scene 3.
- **Moderate DC:** Roll twice on the attunement chart, and the PCs can choose which one to attack.
- **Less than Moderate DC:** The party isn't able to choose an optimal target. Roll on the randomly attunement chart for the ship the PCs approach.
- **Less than the Easy DC:** The party is accosted by virtually all the ships. The party loses a number of healing surges in the ensuing battle equal to four times the number of PCs. The players may divide them as they choose, but all PCs must lose at least one.

SCENE 3: BOARDING PARTY

Your skiff hurls towards a picket ship. The crew members, a collection of elemental creatures, gather weapons in hand, fire siege weaponry, and prepare to receive your attack.

The ships in the Elemental Chaos are attuned to various elements. PCs will take elemental damage based on the attunement of the ship they claim. Use the PC's result in Scene 2 to determine the result:

Picket Ship Attunement: 1d12			
1	Fire	7	Cold
2	Fire And Lightning	8	Acid and Cold
3	Lightning	9	Acid
4	Lightning and Thunder	10	Acid and Poison
5	Thunder	11	Poison
6	Cold and Thunder	12	Fire and Poison

If a picket ship is attuned to two elements, PCs will take damage equal to the AL of the party, which is of both types. If the picket ship is attuned to one element, the PCs take AL + 10 damage of that type during the boarding process.

PCs have a chance to prepare for the elemental type before boarding, allowing them to quaff *potions of resistance* or cast *mass resistance*, or similar things if they have them. They only have a minute during the closing process, so that might limit their options.

During the boarding process, each PC takes the elemental damage, and then can describe how they are attacking, and make an appropriate skill check or attack roll for their action. For example, a PC could use Insight to predict the weak points in the enemy forces, or Acrobatics to bound past the initial defenses.

A PC can choose to expend a daily attack power to get a +5 bonus on this check, before rolling. The PC gains no other benefits from the power. The PC's check determines how injured she gets during the boarding:

- **Hard DC:** The PC has no trouble defeating the crew of elemental beasts and archons.
- **Moderate DC:** The PC is able to help defeat the elementals, but takes some injuries, losing a healing surge.
- **Easy DC:** The PC is able to defeat the crew, but it is costly. The PC loses two healing surges, or one healing surge and a daily attack power.
- **Below the easy DC:** The PC is badly injured during the combat, and loses four healing surges, or three healing surges and a daily attack power.

The damage the PCs take can be mitigated in the following ways. Each PC may only mitigate damage once.

Special (Healing Power): A PC can use a healing power akin to healing word to reduce the healing surge damage by one surge, to a minimum of one. This power may be used on anyone in the party.

Acrobatics [Moderate DC]

A PC can use Acrobatics to throw themselves in front of another PC, knocking that PC out of the way of a blow from an archon. This PC takes the damage that the original PC would have taken.

Athletics [Moderate DC]

A PC can use Athletics to knock an ally out of the way of an attack, taking the blow for their companion. This PC takes the same damage that the original PC would have taken.

Insight or Perception [Hard DC]

A PC can use Perception to give an ally a re-roll on the primary check, as he notices the PC about to fail. The PC must use the new roll, even if it is worse.

Heal [Hard DC]

A PC can use Heal after the combat to reduce the damage a PC has taken by one healing surge, to a minimum of one.

SCENE 4: DOCKING

With the picket ship captured, you can safely approach the docks. As the ship nears the docks, a probing intelligence washes over you, seeking to identify those coming close.

This intelligence is the central intelligence that guides all the defenses of the Obelisk fortress. It's not particularly sophisticated, but it scans anything using the docks.

In order to successfully deceive the intelligence, the PCs must all roll Bluff checks.

Special (*Absence Amulet*, *Mindblank* or similar effect)

If a PC cannot be scryed upon, such as with an *Absence Amulet*, or his thoughts cannot be detected, he gets a +20 bonus on this Bluff check, but cannot get more than the basic two successes for the Hard DC (i.e. the PC does not roll, they simply receive the Hard DC).

Arcana or Bluff (each PC)

- **Hard DC:** The PC has done a thorough job of deceiving the scanning intelligence. This counts as two successes, and for every five by which the PC beat the Hard DC, the PCs get another success.
- **Moderate DC:** The PC is able to avoid betraying his intentions to the telepathic defenses, and the party gets a success.
- **Easy DC:** The PC isn't able to fully deceive the intelligence, but conceals some of his intentions. This is not a success, but also not a failure.
- **Below the easy DC:** The PC completely screws up his concentration and betrays the party's intentions to the intelligence. This removes one success from the party.

If the PCs earned at least 1 success per PC in the party, then they successfully deceived the intelligence. The fortress is not on alert.

If the PCs did not get enough successes, then the fortress is on alert (see Encounter 3).

SUCCESS

The PCs succeed in the skill challenge scoring at least one success per PC in the final **Bluff** check, and avoid setting off *Fortress Alert* (Encounter 3).

FAILURE

If the PCs did not get enough successes in the **Bluff** check, then *Fortress Alert* (Encounter 3) is active.

TROUBLESHOOTING

While it may seem like the earlier scenes don't matter, they are actually quite important in getting into the Obelisk. Success or failure in this case is simply whether the PCs arrived in the fortress without setting off an alert.

ENDING THE ENCOUNTER

After docking their skiff at the entrance to the fortress, the PCs can enter and proceed to Encounter 3.

MILESTONE

As a whole, Encounter 2 counts towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 2c: AN ARCTIC EXCURSION

The PCs have elected to approach the fortress by climbing the Obelisk of Ice.

The Lamassu sinks several miles down the Obelisk, moving beneath a freezing cloud.

“This might be the craziest thing I’ve seen someone do,” Captain Hearthammer says, “and I’ve seen some absurd things.”

The Obelisk itself is shockingly, painfully cold. The ancient ice structure looms far, far above you. A vicious, wickedly frozen wind races all-around the pillar.

The Obelisk of Ice is incredible difficult to climb. There are few cracks or splinters in it, and it takes a fair amount of effort to drive a piton into it.

SKILL CHALLENGE: THE FROZEN HEIGHTS

Goal: Climb the frozen Obelisk to the fortress.

Complexity: 1 (3 challenge scenes)

Primary Skills: Athletics, Endurance, Varies by scene

Victory: The PCs reach the fortress alive.

This skill challenge has no failure condition - eventually, the PCs arrive at the entrance to the fortress. Along the way, the PCs have to survive a series of scenes. They may take damage during the scenes if they perform poorly, but make it through to the fortress regardless.

Before each scene, the PCs need to make a check to ascend the Obelisk. After the climb check, the PCs have to make Endurance checks or take damage from the cold radiating from the Obelisk.

Special - Action Points

At any point, a PC can spend an action point to reroll a die roll, after the consequences of the original roll are clear. The PC must take the new roll, even if it is worse. In Scene 2 and 3, the PC can use this to have the DM re-roll the attack.

Special - Leading the climb

One PC making the Athletics check can take a penalty to his Athletics check to give bonuses to his allies (essentially, carrying them up). For every -2 the PC takes on his Athletics check, all other climbing PCs get a +1 bonus to their Athletics check.

Special - Resting

PCs might wish to use powers during the various scenes. They are welcome to do so, but the Obelisk surface is too hostile for the PCs to take short rests during the climb.

Athletics (climbing the Obelisk)

The PC climbs the frozen pillar, with dagger-like frozen ridges tearing at his hands.

- **Hard DC:** The PC has to make an Easy DC Endurance check.
- **Moderate DC:** The PC has to make a Moderate DC Endurance check.
- **Easy DC:** The Endurance check has to be a Hard DC.
- **Less than the Easy DC:** The PC has to make an Hard DC Endurance check, but at a -5 penalty.

Acrobatics (flying adjacent to the pillar)

The PC attempts to fly near the tower, rather than climb it. Each scene takes about 30 minutes, so any flight capabilities (spells, mounts, items) must last at least that long to count. PCs with an altitude limit can ignore that if they stay within 10 feet of the pillar. PCs cannot travel more than about 25 feet from the pillar without risking the picket ships seeing them.

- **Hard DC:** The PC does have to make an Endurance check.
- **Moderate DC:** The PC has to make an Easy DC Endurance check.
- **Easy DC:** The Endurance check has a Moderate DC.
- **Less than the Easy DC:** The PC is dashed against the pillar by the winds and loses a healing surge. He also has to make a Hard DC Endurance check.

Endurance

The pillar itself, and the air near it, are nearly the coldest things in the universe - perhaps only Auril's frozen heart is colder. The following modifiers apply to the PC's checks.

- If the PCs are protected by an *Endure Primordial Elements* ritual, they take no penalty on the check. At AL 12-16, PCs get a +4 bonus on their Endurance check.
- If the PCs are protected by only an *Endure Elements* ritual, they take a penalty to the check (AL 12-16: -2 penalty, AL 18-20: -5 penalty)
- If the PCs are not protected by any *endure elements* type effect, they take a -10 penalty on the check.
- If a PC has cold resistance that lasts long enough to cover the scene, that PC gets a +2 bonus per 5 points of cold resistance.

- A PC that is immune to cold gets a +15 bonus on this check, but still needs to make one.

Failing this check causes a PC to lose a healing surge.

SCENE 1: HUNGRY ICE

You've only just started your climb and the ice turns to slush in your hand. As you try to move your hand away from the freezing slurry, it begins freezing around your fingers and pulling you against the Obelisk.

Acrobatic [Moderate DC] (All PCs)

Each PC must make an Acrobatics check to avoid getting stuck. On a success, the PC is clear. On a failure, the PC is restrained by the ice, and needs to get free using Thievery or Athletics. Each attempt to free the PC requires an Endurance check from the trapped PC.

Endurance [Moderate DC]

The freezing ice tries to steal away PC warmth. PCs get a bonus or penalty as listed for for the climbing Endurance check. On a failure, the PC takes twice the AL in cold damage (or AL damage for those who have cold immunity or *endure primordial elements*). Apply cold resistance normally, but the PC takes a minimum of 5 points of cold damage.

Athletics, Dungeoneering, or Thievery [Moderate DC]

A PC tries to get the trapped PC out of the ice by breaking the ice.

SCENE 2: RUNES OF CREATION

As your climb continues, you come to a field of runes carved into the Obelisk. Some softly pulse with ancient energy.

The runes carved into the Obelisk are written in a script reminiscent of Barazhad (the Primordial script). PCs that can speak Primordial or Abyssal can automatically recognize it. PCs that speak Primordial note the runes are a warning to avoid the Prison of Xixecal or die.

This section is a prison for an aspect the primordial Xixecal, The Living Glacier. When the PCs travel past the runes, the aspect will reach out and attack them, hatefully trying to extinguish their warmth. At the same time, guardians left behind by Auril will attack the PCs thinking they are there to free the aspect.

Before crossing the runes, the PCs may make the following checks:

Arcana or History [Hard DC] (requires someone in the party speak Primordial or Abyssal).

The PC recognizes an ancient symbol for the Primordial Xixecal. This unlocks the use of Religion.

Arcana [Easy DC] (trained only)

There is an ancient, powerful abjuration bound into this field of runes.

Religion [Moderate DC] (unlocked by Arcana or History above)

The PC recalls that Auril, Goddess of Winter, destroyed a part of the primordial Xixecal who challenged her for control of ice, and captured some of its power. What was done to the primordial after is not known.

Thievery [Hard DC]

The PC takes the (reasonable) attitude that the runes constitute a gigantic trap. The PC gives everyone in the party a +10 bonus to their defenses when the aspect attacks by offering pointers on how it is likely to attack them.

When the PCs are ready to pass, each PC needs to make one of the following checks.

Special - Flying

A PC who is flying gets a +2 bonus to her defenses.

Special - Mount, Active Familiars, etc

PC mounts and active companions are targeted by the aspect as well.

Special - Teleportation

If a PC can teleport 15 squares, they completely avoid being attacked. Otherwise, the PC gets a +1 to their defenses per 2 squares teleported.

As the PCs approach the runes, a group of Elemental Gaolers emerge from the Obelisk and attack the PCs; there are two gaolers per PC. When the PCs move past the runes, the aspect attacks each creature (including the Gaolers):

c Pincers ♦ At-Will

Attack: Close 5 (all creatures); +(AL + 10) vs. AC

Hit: The target loses a healing surge.

Special: This attack scores a critical hit on a roll of 19 or 20; the target loses two healing surges on a critical hit.

PCs can use immediate actions to reduce or avoid the attack, but the aspect cannot be counter-attacked or subjected to any conditions. The Gaolers only attack PCs near the prison area and do not follow if the PCs flee or move on.

Elemental Gaolers	Level AL Minion Brute
Large elemental magical beast	XP 0
HP 1; a missed attack never damages a minion	Initiative +AL
AC 12+AL, Fortitude 12+AL, Reflex 10+AL, Will 9 + AL;	Percep. +AL
Speed 6 (ice walk), climb 6, fly 6	
Resist 10 cold, 10 lightning, 10 thunder	
TRAITS	
Elemental Storm • Aura 1	
Each enemy that starts its turn within the aura takes 5 cold, lightning and thunder damage.	
STANDARD ACTIONS	
m Elemental Smash (cold, lightning, thunder) ♦ At-Will	
Attack: Melee 1 (one creature); +(AL+5) vs. AC	
Hit: AL cold (1-2), lightning (3-4), or thunder (5-6) damage, determined randomly each time an attack hits (roll 1d6).	
TRIGGERED ACTIONS	
Elemental Explosion (cold, lightning, thunder) ♦ Encounter	
Trigger: The elemental is reduced to 0 hit points	
Attack (Free Action): Close burst 2 (creatures in burst)	
Hit: AL cold, lightning, thunder damage	
Str 20 (+14)	Dex 18 (+13) Wis 16 (+12)
Con 22 (+15)	Int 8 (+8) Cha 9 (+8)
Alignment unaligned	Languages -
Note: Elemental Spawn, reflavored for thunder not fire, updated damage	

SCENE 3: METEOR SWARM

You've been ascending the Pillar for a long time. Muscles ache, but you can finally see the docks ahead - albeit a long way ahead.

Without warning, small, red-hot rocks begin pelting the Obelisk. Off to the side, approaching a great speed, are hundreds of flaming rocks, mixed in with oozing molten stone - and it's all headed towards you!

The meteor swarm headed towards the PCs is an offshoot of a collision miles and miles away between an earthmote and a firemote.

Give the party a Perception check to be forewarned of the attack. Using the highest roll for all PCs, the party gets a bonus depending in its success:

- **Hard DC:** A +4 bonus to all defenses
- **Moderate DC:** A +2 bonus on all defenses
- **Easy DC:** No bonus to defenses
- **Less than the Easy DC:** A -2 penalty on all defenses.

The meteor swarm will make an attack against the PCs, but if the PCs succeeded in beating the Easy DC, the PCs can attempt to prepare themselves by using skill checks or activating powers. Each PC has a full round to prepare herself before the meteor swarm arrives. Each skill check is a standard action. PCs may choose to use powers instead.

The checks provide different bonuses, depending on how successful the PC's roll was, which last only through this scene.

Arcana, Nature, or Religion (Ritual caster only)

The PC makes a quick, rudimentary ward against the attack. All PCs get the following benefit (PCs with fire resistance have their resistance improved):

- **Hard DC:** Resist 10 fire.
- **Moderate DC:** Resist 5 fire.
- **Easy DC:** No change.
- **Less than the Easy DC:** Vulnerability 5 fire.

Acrobatics or Nature

The PC dodges the attack.

- **Hard DC:** A +4 bonus to all defenses
- **Moderate DC:** A +2 bonus on all defenses
- **Easy DC:** No bonus to defenses
- **Less than the Easy DC:** A -2 penalty on all defenses.

Endurance

The PC prepares to endure the oncoming damage.

- **Hard DC:** The attack does one quarter damage.
- **Moderate DC:** The attack does one half damage.
- **Easy DC:** The attack does normal damage.
- **Less than the Easy DC:** The attack is an automatic critical hit.

Once the PCs have been surprised or prepared to defend themselves

a Meteor Swarm ♦ Encounter
Attack: All creatures; +(AL + 8) vs. Reflex
Hit: The target takes AL damage and ALx2 fire damage
Miss: The target takes AL fire damage.

SUCCESS

The PCs succeed in the skill challenge simply by surviving. This test of Endurance wears away at their resources, but shouldn't kill them.

FAILURE

The PCs only fail this skill challenge if they manage to get everyone killed during the ascent.

ENDING THE ENCOUNTER

After completing their ascension, the PCs can enter the fortress and proceed to Encounter 3.

MILESTONE

As a whole, Encounter 2 counts towards a milestone.

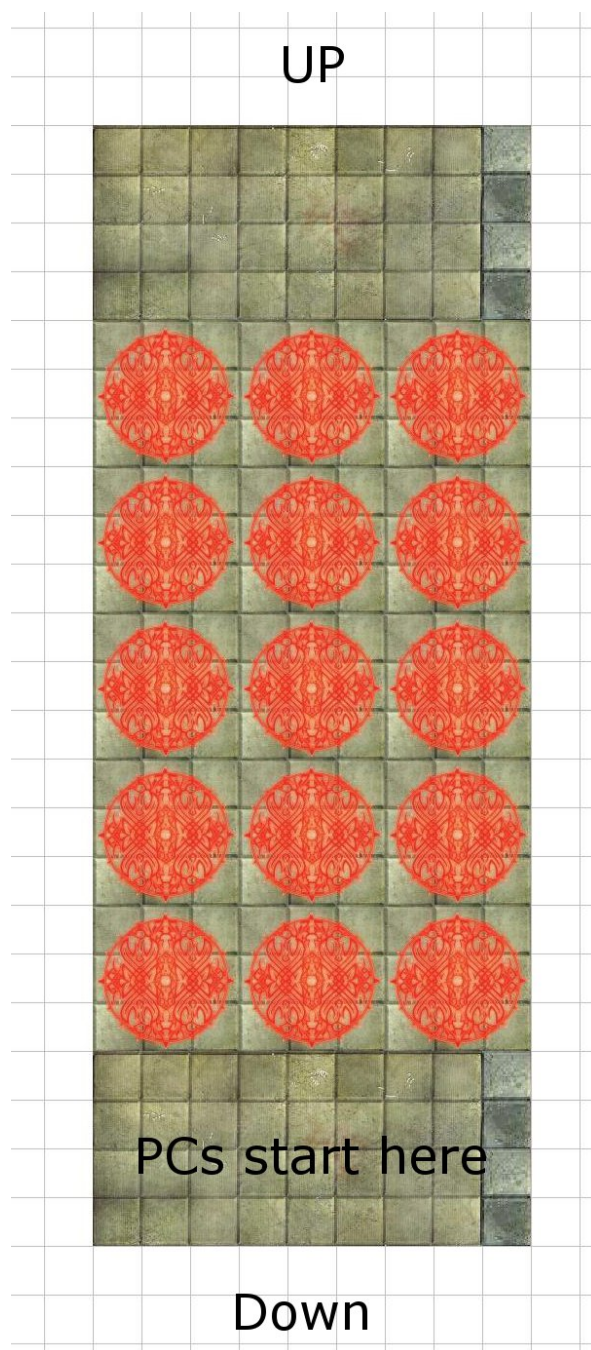
TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 2C: AN ARCTIC EXCURSION: RUNES OF CREATION

TILE SETS NEEDED

DTMS: *The Dungeon* x1, DU4: *Arcane Towers* x7 (red 3x3 rune squares)



The entire length of the Obelisk here, going left or right, is covered in the runes. When the PCs are attacked, the elemental gaolers emerge from random places around, above, and below the runes.

ENCOUNTER 3: THE FORTRESS

This encounter describes the fortress, and explains the potential encounters. Use the information here to help transition the PCs from location to location.

The fortress was built five years ago, during the early plotting for Seric Vargenos's plan. His forces crafted an enslaving focus, which summoned a horde of fire elementals. While the primordial cold of the Obelisk killed many of the fire elementals, the focus continued to summon more to replace them.

Eventually, the fire elementals hollowed out a set of large cavities. The Obelisk worked to restore its form, but the endless efforts of fire elementals are enough to keep the fortress intact.

Using the psionic magic of the githyanki, a limited hive-mind was created. This would allow all defenders to know when an attack was in progress and coordinate the defenses.

Various items stolen from the Five Captains were held within the Primordial Ice vaults, including the genasi woman. In order to reduce the burden she would bring upon their resources, Taalee was petrified. Taalee's spellplague effect, which prevented her from being detected, became stronger and began to cover larger areas. This unexpected benefit only further protected the fortress.

The statue was moved into the central control, to protect the defenses from divination. However, the plague-changed effect began to mutate some of the guardian spells, including granting the hive mind a limited sentence.

After Seric was killed during his attempted coup d'état, the fortress lost its patron, supplies stopped arriving, and the githyanki decided to leave. Only the automated defenses and wards remain.

EFFECTS OF THE FORTRESS

The fortress's wards and defenses provide several effects. PCs become aware of these effects as soon as they become active (make sure the PCs are clear about the *primordial cold* and *anti-divination* effects).

PRIMORDIAL COLD

Technically every ten minutes, PCs need to make Hard DC Endurance check. Rather than have PCs make check after check, when PCs are traveling about, have the PCs make check each encounter with a -2 penalty per each extra 10 minutes the travel takes (because of short rests, rituals, or other delays).

The following modifiers may apply:

- Successive checks: PCs take a cumulative -1 on their checks, as the primordial cold wears on them.
- Resist Cold: A PC with cold resistance gets a bonus equal to half the resistance.
- Immune to Cold: A PC with cold immunity gets a +15 bonus on the check.
- *Endure Primordial Elements*: PCs protected by an *Endure Primordial Elements* ritual gain a +15 bonus on the check.
- *Endure Elements*: PCs protected only by an *Endure Elements* ritual gain a +5 bonus on the check.
- Similar effects give a bonus akin to their effect, but PCs can only benefit from one endure ritual, though a ritual stacks with other resistances.
- If the PCs succeeded on the skill challenge in Encounter 4, then the fire elementals keep them warm and they do not suffer the effects of *Primordial Cold*.

Each PC that fails the check loses a healing surge.

ANTI~DIVINATION EFFECT

The plague-changed statue of Taalee causes the entire fortress to be covered in an effect that prevents divination rituals and powers. This has a deleterious effect on any creature in the aura, which the guardians of the fortress have adjusted to.

While the effect is active, PCs are inhibited:

- They take a -5 penalty on Initiative checks
- Off turn actions, such as Immediate Interrupts, Reactions and Opportunity Actions are less effective. Attacks take a -5 penalty, and other effects are half as effective (so a +5 power bonus to a defense is just +2, and a -5 penalty on an enemy's attack is just a -2). Specifics beyond that are up to the DM's discretion.

When the effect is suppressed, the enemies take the following penalties due to changed reaction times and the PCs no longer suffer the penalty:

- They take a -5 penalty on Initiative checks
- *Opportunity* and *Immediate Action* attacks take a -5 penalty.

PCs can address this effect by removing the statue of Taalee in Encounter 5 to their skiff or an extra dimensional space. If they do not remove her until the end of their explorations, they will not gain these benefits.

FORTRESS ALERT

If PCs alert the fortress during their approach, attack one of the key guardians (Encounters 6 and 7), or attack the hive mind (Encounter 5), the fortress goes on alert.

When the fortress is on alert:

- All monsters have blindsight unless the PC is not mentally detectable such as a *mindblank* or *amulet of absence*.
- Monsters cannot be surprised.
- PCs grant combat advantage to all attacks if they are threatened by two or more enemies.
- Monsters have a +5 bonus to saves versus daze, dominate, or stun effects.

PCs can suppress the fortress alert by destroying the hive mind in Encounter 5.

EXPLORING THE FORTRESS

The fortress is massive, clearly designed for hundreds of soldiers. The entire citadel is carved directly from the ice. Footsteps echo loudly through the huge chambers, and nothing moves.

Innumerable massive statues of githyanki line the hallways and rooms. A githyanki man, dressed in heavy cold weather gear, steps out of a room, walking across the hallway. Halfway across the hall, the phantom disappears.

If the PCs go into the fortress without activating Fortress Alert:

There is a low rumbling in the back of your mind. It seems directionless, but there is a powerful mind slumbering nearby.

If the PCs did activate Fortress Alert:

A hostile presence seems aware of you. There's nothing nearby, but a thrumming sound in your head indicates its thoughts are on you.

If any PC is spellscarred:

Just inside the fortress, a wave of nausea flows over you. Something plaguechanged - and powerful - is in the fortress. Maybe higher up?

As the PCs move about, before they have engaged in Encounter 4:

A small figure shaped of fire slowly flows down the hallway. An appendage of liquid flame caresses the walls, carving back ice that has fought to overwhelm a statue.

The fortress was originally melted out of the ice by the enslaved fire elementals. After the hallways were

formed, the gith set the fire elementals to crafting statues of themselves out of boredom. Slave fire elementals still move through the fortress, melting the creeping ice away.

If the PCs move to interact with the fire elemental, go to Encounter 4. If the PCs move to investigate the spell-plague effect or the telepathic intelligence, they have to navigate to the Central Intelligence and Encounter 5.

DESCRIBING THE FORTRESS

The fortress is massive - every room is at least 25 feet tall, 30 feet wide, and even longer in distance. Hallways are 20 feet wide at their smallest. Moving between levels (with the exception of the dry dock) involves using vertical openings. A mild magic fills these passages and creatures without a fly speed gain a fly speed of 2 while in these vertical passages.

The air is considerably below freezing - breath fogs immediately, and liquids freeze quickly.

- **Dry dock:** This area of the fortress doesn't actually connect to the main fortress. When the fortress was in use, this area was used to repair and retrofit the elemental skiffs. There are abandoned tools, workbenches, and yardarms, all covered in ice. It's nearly 200 feet vertical, and 50 feet deep.
- **Central Intelligence:** This vast chamber holds the central intelligence. Iced over tables contain maps, scrolls, and other items. See Encounter 5 for more details.
- **Main Halls:** This is a multiple leveled hall, with numerous rooms and chambers off of it. There are no stairs between the different levels, as the githyanki utilized their flying ability to move about. Cafeteria rooms, training rooms, and conference rooms dominate this area. All show signs of abandonment - trash, discarded weapons, and similar items abound, frozen in the ever creeping ice.
- **Barracks:** The barracks could have held a massive number of soldiers. The rooms on this level show discarded clothing, forgotten weapons, and other bric-a-brac of soldiers. A set of *wintersnap armor* +3/+4 can be found amongst the cast-off possessions of the githyanki.
- **Storerooms:** The storeroom levels contain remnants of a fortress - parts of siege weapons, grapeshot, ballista bolts, and similar weapons. There is also a forge for weapons, but nothing worth scavenging remains.
- **Vaults:** The lowest level of the fortress is the vault level. See Encounter 8 for more details.

NAVIGATING ENCOUNTERS IN THE FORTRESS

As the PCs travel the fortress, the hive intelligence causes them to occasionally have visions of githyanki going about their day. These are hallucinations of the central intelligence of the fortress, and appear translucent to the PCs. If the PCs pay particular attention to the hallucinations, they can learn most of the background information. The githyanki figments respond to PC attempts to interact with them, even if it's in Deep Speech, but flicker out after a question or two as the hive intelligence forgets about them.

There are five major areas that the PCs might be interested in:

- **The Central Command Chamber:** This is where the central intelligence resides, and where Taalee is stored. See Encounter 5 for more information.
- **The Frozen Key:** This key wanders the main halls, flowing through areas on the first floor. See Encounter 6 for more information.
- **The Decaying Key:** This key wanders the storerooms below the main halls. See Encounter 7 for more information.
- **The Vaults:** The lowest level of the fortress, the vaults, contain most of the stolen treasures of Seric Vargenos. See Encounter 8 for more information.

The fortress contains no handy information kiosks, building plans, or personal directories that the PCs might pursue. The following are methods by which the PCs can explore the fortress (see *Primordial Cold* for the consequences of spending time in the fortress).

Insight [Moderate DC] (Not a success; Unlocks Bluff and Diplomacy)

The mental rumbling, or hostile presence, can be communicated with. It may not like you, however.

Bluff or Diplomacy [Moderate DC]

The PC attempts to reach out to the controlling intelligence and gain information. If *Fortress Alert* is active, the PC takes a -5 penalty on this check. If the PCs killed the intelligence in Encounter 5, this option is no longer available. If the PC is psionic, they gain a +5 bonus on this check.

A success on this check reveals the location of the Intelligence in the central command chamber (Encounter 5).

Dungeoneering or Streetwise [Moderate DC]

The PC infers the location of various items from previous efforts in adventuring. Unless the PC has an

elemental origin, he takes a -4 penalty on the check. They can sketch out an expected rough floor plan.

Special - Aiding the Fire Elementals

If the PCs free the fire elementals in Encounter 4, they gain a +20 bonus on all the checks, the general layout, and knowledge of the location of the two keys.

One key is wandering in the main halls (Encounter 6), and the other is in the storerooms (Encounter 7).

The fire elementals know that there is a cold-blood rendered in stone in the top of the fortress (Encounter 5), and a terrifying creature in the bottom of the fortress (Encounter 8).

Special - Magic maps and similar effects

Magic maps, like the *map of unseen lands* and other effects, don't function while the *Anti-Divination Effect* is active.

If the PCs are seeking the keys, they take a -5 penalty on the check, since they move about.

The success of the PC's efforts depends on the success of their check:

- **Hard DC:** Searching takes 10 minutes.
- **Moderate DC:** Searching takes 30 minutes.
- **Easy DC:** Searching takes 1 hour.
- **Less than the Easy DC:** Searching takes 2 hours.

Before moving onto the destination encounter, the PCs need to make an Endurance check as detailed in *Primordial Cold*.

On their way to their first destination, the PCs encounter the fire elemental in Encounter 4, and can continue on to others after the action.

EXTENDED RESTS

Resting inside the fortress is impossible. If the PCs attempt to take an extended rest, they learn:

- If the living telepathic bond is still active, the psychic presence prevents PCs from getting a true rest.
- If *Primordial Cold* is in effect, the PCs would freeze to death during an extended rest.
- If the living telepathic bond has been destroyed, or the fire elementals liberated, then the fortress won't last through an extended rest (See *Fate of the Fortress*).

With this said, if the PCs have a method of getting around this, include an *exodus knife* or similar effect that would remove them from the Obelisk during the rest, that would work.

FATE OF THE FORTRESS

The fortress will continue to exist as long as the fire elementals are bound and the living telepathic bond has not been destroyed.

If the living telepathic bond is destroyed, the fire elementals are no longer forced to maintain the fortress, and don't do so.

If the fire elementals are freed, or no longer need to maintain the fortress, the primordial cold begins reclaiming the fortress. Over the course of five hours, the temperature in the fortress drops to an impossible nearly absolute zero and the ice reclaims and fills all the remaining rooms.

If Perdition is not freed, his area does not fill with ice. On the other hand, if he is freed, his area is reclaimed in about two hours, because the cold returns quickly, as though it bears a grudge against the demon.

TROUBLESHOOTING

If the players are having a hard time figuring out what to do, or where to go, use the Fire Elementals in Encounter 4 to prompt them.

Alternatively, the hive mind is somewhat crazy and could unintentionally provide the PCs with some guidance by remembering echoes of the former gith inhabitants.

ENDING THE ENCOUNTER

This encounter truly ends when the PCs leave the fortress.

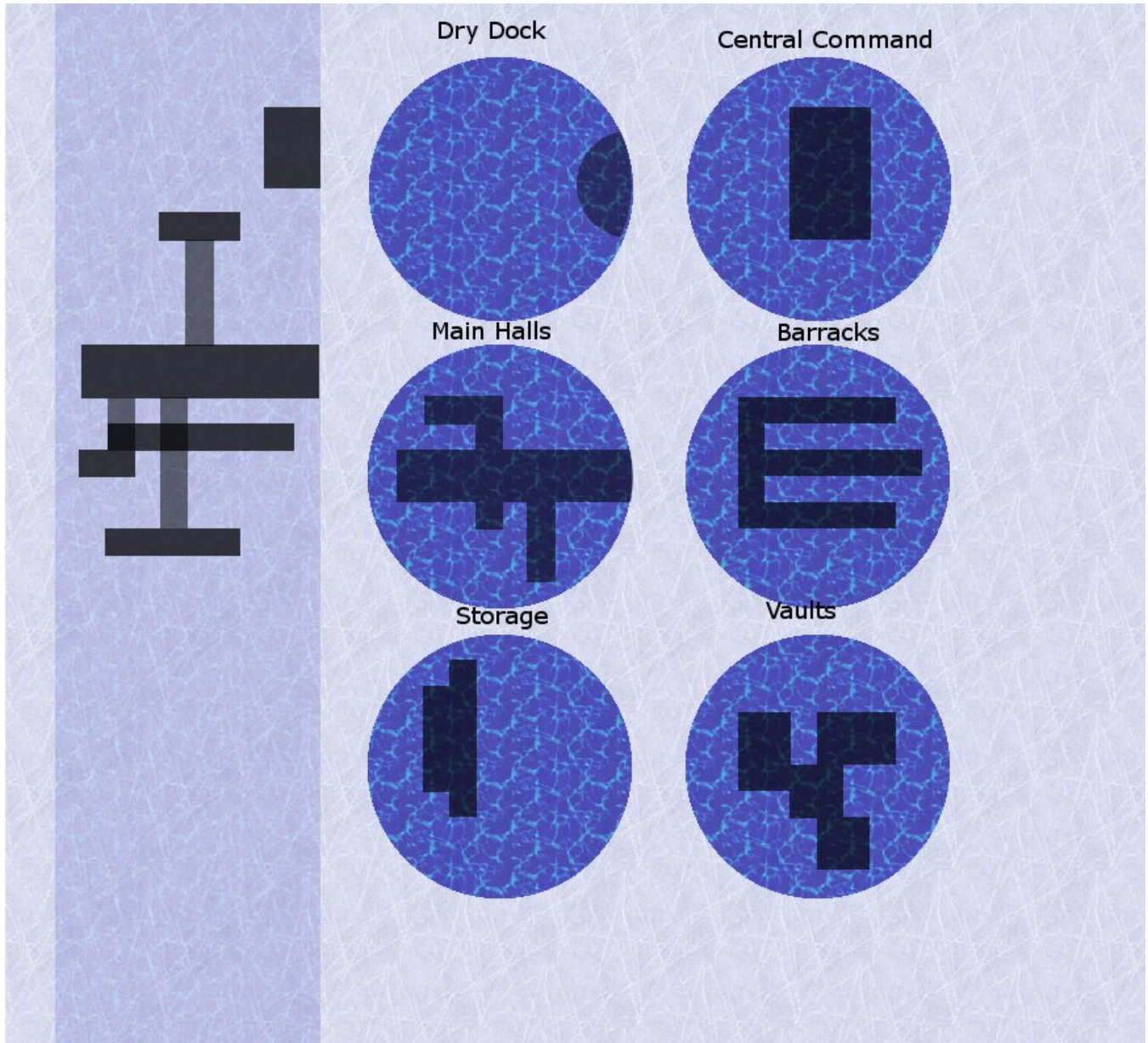
MILESTONE

This encounter does not count towards a milestone.

TREASURE

In the githyanki barracks area, forgotten in the haste to evacuate, is a set of *wintersnap armor* +3 (+4 at AL 16 and above).

ENCOUNTER 3: THE FORTRESS



ENCOUNTER 4: THE FIRE STARTERS

OPTIONAL ROLEPLAYING ENCOUNTER

This encounter is optional and intended to provide the PCs with some basic information about the fortress. After encountering the fire elementals, there is no reason the PCs need actually interact with them.

FAST PLAY OPTIONS

Consider skipping the skill challenge, especially if the PCs have a reasonable approach to destroying the Brass Binding.

Also, have the fire elementals able to communicate clearly with the PCs and directly point out the locations of interest.

It is possible that this encounter can become a fight. This fight can be used to fill time if the players are running ahead or prefer that kind of play experience. In a convention setting, this fight is not recommended.

The party has finally made it into the fortress. As they start to move in, they encounter one of the slave elementals and can gain some information, before moving deeper into the fortress.

Finally making your way into the fortress reveals an unexpected sight. Brilliant multihued light illuminates the foyer, and everything in the large chamber is made of ice; from the delicate globes that hold dancing lights to the low benches lining the walls. There are ice sculptures standing in alcoves, and a mural along the entryway.

The lone visible figure in clearly massive complex is a small blob of ambulatory fire. It is clearly shivering as it slowly moves through the room, caressing the irregular ice benches and causing a small cloud of steam to rise. It flickers away from the now perfect bench, begins to move to another bench, and then seems to notice you.

The figure shrinks in on itself, and in a few moments several similar creatures, of varying size, join it in the hallway. A rumbling, flickering sound echoes in your minds.

The following skills may provide information about the fire elementals:

Arcana [Moderate DC]

They are fire elementals, natives of the Elemental Chaos, made of sentient fire. Fire elementals are not

particularly intelligent; they can understand Primordial but cannot speak it. Fire elementals are swift, agile, and dangerously hot. These seem to communicate with each other mentally.

Insight [Easy DC]

The elementals mean no harm to the party; in fact, they seem wary of your presence. They seem to huddle together for warmth.

Nature [Easy DC]

The air in the room is still freezing cold, despite the presence of a dozen fire elementals.

The fire elementals seek to communicate with the PCs. They have been warped by the magic embodied in the fortress, and have gained a limited telepathy – they can only communicate in words with someone who speaks Primordial or who possesses their own telepathy. Otherwise, they speak in images and emotion.

The elementals wish the PCs to free them (by destroying the binding statue), and try to trade their knowledge for assistance.

The elementals freely share the following telepathically:

- These elementals have been here for a few months – when the Obelisk finally extinguishes an elemental, the strong magic binds another spark.
- Their knowledge of the fortress is passed down via dance of flames, from the old embers to the new sparks.
- They are bound here by a brass sculpture, set in one of the side rooms. The elementals cannot enter that room.
- If the PCs undo the binding, the fire elementals will impart more information.

The fire elementals don't tell the PCs anything more until the PCs have broken the binding. The fire elementals do not respond to promises and won't voluntarily tell the PCs more until they are free.

If the PCs use Intimidation to get the information, they need a Hard DC Intimidate to get it. If the PCs fail the check, the fire elementals scatter and refuse to help the PCs.

If the PCs simply attack the elementals stats for the creatures can be found in Appendix 2. There is a single 21st level version of the fire elementals, a few paragon, and many of the heroic version. The elementals scatter soon after the fight starts and will not help the PCs.

The fire elementals will guide the PCs to the room with brass sculpture, is in the barracks area of the fortress.

Special - Intimidate

If at any point the PCs tried to intimidate the fire elementals, the elementals do not provide anything beyond information to the PCs even if they succeed on the skill challenge.

SKILL CHALLENGE: BRASS BINDINGS

Goal: Destroy the bindings holding the fire elementals.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Athletics, Dungeoneering, Endurance, Thievery

Success: The binding is broken, and the fire elementals can provide assistance.

Failure: The binding is broken, but the fire elementals are immediately dispelled and can't provide any assistance.

The fire elementals lead you to a relatively small chamber, dominated by a statue of a writhing flame, molded from brass. They shrink from actually entering it, but flare brightly with excitement.

EXAMINING THE SCULPTURE

The PCs may wish to examine the sculpture before attempting to destroy it. None of these checks count for successes or failures.

Arcane - Moderate DC [Trained only]

The statue is strongly magical. It has abjuration, conjuration, and transmutation magic about it. Destroying the statue will require coordination, teamwork, and expertise to do it safely. The PC learns that the all the DCs are Hard.

Failure to disable the statue in the correct manner may banish all the elementals before they can offer you any aid.

Athletics - Moderate DC

The statue is immensely strong, and won't easily break, even with adamantite weapons.

Endurance - Easy DC

The heat of the statue will burn anyone who touches it for more than a few seconds.

History - Hard DC

There are sigils etched into the Brass that reference the City of Brass, a metropolis ruled by Efreet. The party gets a +2 bonus on all checks to disable the sculpture.

Nature or Perception - Hard DC

The PC notices a few telltale signs of weakness in the brass. The party gets a +2 bonus on all checks to disable the sculpture.

DESTROYING THE SCULPTURE

In order to destroy the statue, the PCs need work together to undo it. At least three PCs need to complete tasks to safely destroy the statue. It may be helpful to do things in initiative order, as the fortress is going to try to stop the PCs.

Note that a failed check does not fail to damage the statue - after the third failure, the statue's destruction is too random for the elementals to stay.

As soon as the PCs have made an attempt to destroy the statue, the fortress reacts to their efforts. At the beginning of each round, a number of living daggers (use the stats in Encounter 6) arrives equal to the number of PCs - 1 arrives to try to stop them. They act immediately upon arrival. Upon completion of the skill challenge, any surviving living daggers wander away.

Special - Primordial

If any PC can read Primordial, the party gets a +2 bonus on all checks this scene due to useful clues on the sculpture.

Special - Attacking the statue

The statue is magically enhanced to prevent its destruction. It has 200 hp, Resist 30 all, and is immune to fire and cold. Destroying the statue in this manner counts as a failure for the summoned fire elementals.

Arcana or Religion - Hard DC (1 success, 3 maximum)

The PC begins to chant an arcane ritual of unmaking.

Athletics - Hard DC (1 success, no maximum)

The PC levers part of the statue off, or bends it significantly. The statue is extraordinarily hot, and the PC takes twice the AL in fire damage.

Dungeoneering or Perception - Hard DC (1 success, 2 maximum)

The PC takes note of the unique construction of the statue and notices several weak points that would be good vectors to attack.

Endurance - Hard DC (1 success, no maximum)

The PC applies significant pressure to part of the statue, and slowly bends it. The statue is extraordinarily hot, and the PC takes twice the AL in fire damage.

Thievery - Hard DC (1 success, 2 maximum)

The PC uses his deft hands and skills to weaken sigils on the statue in all the right places.

SUCCESS:

With the last bit of work, the metal flame begins to bubble and melt. Liquid brass streams down the remains until it hits the ice-hewn floor of the chamber. Acrid smoke rises where the brass freezes solid in a slowly growing pool.

The fire elementals turn to you. An image flashes in your mind, of swimming in a pleasantly warm bath of molten rock, under a red sky with streaking orange and yellow fireballs. The image is suffused with joy.

One by one, the elementals rejoice and disappear, leaving only a half-dozen, lead by a strong, roaring bonfire.

The remaining fire elementals tell the PCs what they know about the fortress (see below). They try to clarify any questions the PCs might have.

Further, they have enough control left that the bonfire wishes to help the PCs. It directs the smaller elementals to shroud the PCs, granting them a bonus against the Primordial cold of the Obelisk (the PCs no longer make checks against the cold; see Encounter 3). Note that this doesn't happen if the PCs tried to intimidate the fire elementals.

FAILURE:

With the last bit of work, the metal flame snaps! The room immediately jumps in temperature, and the fire elementals begin moving excitedly.

A jet of blazing fire rips up from the remains of the statue. A strong, invisible current begins pulling the fire elementals towards it. Most of them rush into the jet of fire, disappearing; a bonfire sized elemental resists long enough to fulfill their promise.

The bonfire provides the PCs with the fortress information. It doesn't have time to answer any of the PC's questions before it too is pulled through the jet.

FORTRESS INFORMATION:

The fire elemental imparts the following. He relays the information telepathically, using images if the PCs don't understand Primordial:

- Cold-bloods enslaved their predecessors to carve this fortress out of the ice.
- The ice does not like the elementals, and extinguishes them over time.
- The cold bloods made the strong magic higher in the pillar, to control them. A coldblooded rendered in stone rests in that room with the strong magic.
- The cold-blooded abandoned this place generations ago, leaving the strong magic to defend it.
- The strong magic made the lesser magics, and they changed over generations.
- Many small magics destroyed each other, leaving only a few behind.
- Chambers precious to the coldblooded are lower in the fortress.
- The opening sparks for the chambers are held somewhere in the main halls and in the storage areas, but they move about.

The fire elemental provides the PCs with a rough but accurate mental image of the fortress. After talking with the PCs, the fire elemental leaves, or if they failed, is dragged into the jet of fire.

ENDING THE ENCOUNTER

After this encounter, the PCs are free to continue exploring the fortress in Encounter 3.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

PCs can earn **SPEC73 Fiery Friend** if they succeeded on the skill challenge and never tried to intimidate the fire elementals.

ENCOUNTER 5: THOUGHTS AND MEMORIES

OPTIONAL ENCOUNTER

This is an optional encounter which will provide the PCs with a method to shut down the fortress's telepathic link and recover the statue of Taalee.

FAST PLAY OPTIONS

Consider skipping the skill challenge, making the telepathic bond un-alterable.

Alternatively, if the PCs interact with the brain they get a rapid fire dump of its knowledge of the fortress, learning the same information they'd get from Encounter 4's skill challenge.

EXPLORATION / SKILL CHALLENGE

When the fortress was in use, a variant on the *telepathic bond* ritual was employed to allow members to report on issues immediately and coordinate actions. As the spellplague effect of Taalee's statue began to expand, she was brought here to limit any potential divinations about the fortress but still allow the bond to function. It had an unexpected effect - causing the *telepathic bond* to gain a rudimentary sentience. Unfortunately without the guidance of its creator, that intelligence has had only the demon in the vaults to listen too... and insanity has followed.

This curious, alien intelligence exists dispersed throughout the chamber in an ethereal brain shape. Tendrils drift through the room as the brain focuses on different targets. It exists to coordinate defenses, and doesn't interact with the PCs unless they attack it.

At the highest part of the fortress, this room glistens with ice. Runes of power are set deep in the ice. A pillar of clouded ice rises up to the ceiling in the center of the room.

A statue of a humanoid female is in the room, encased in crystal-clear ice. Phantom tendrils drift through the room, emerging from the pillar and occasionally drifting towards your heads.

The air smells stale, and there is a low, source less rumbling in your minds. An occasional figment of githyanki walking or talking to each other flits in and out of focus.

The runes themselves are made from arcane metals, and covered in three feet of ice.

The living telepathic bond doesn't initially respond to any entreaties from the PCs - it doesn't know them and refuses to trust anyone but its creator (the late Seric Vargenos).

The PCs may use the following skills to examine the room.

Arcana [Moderate DC] (trained only)

This room is filled with a defuse magical aura.

Arcana [Hard DC] (trained only)

The pillar in the center of the room is the focal point of the intelligence that controls the creatures here.

Perception [Moderate DC]

The runes are set deep, but seem to focus towards a particular part of the pillar.

Perception [Hard DC] (moderate after the arcana or perception success)

Buried deep in the ice is a cylinder made from glass. There appears to be some kind of rune covered stone seal buried deep within.

If the PCs have discovered one of the seals from the living spells, they can tell that this embedded seal is significantly different.

Religion [Moderate DC]

The ethereal brain image may indeed be a creature. It is not undead, but you believe the burst of positive energy from turning undead may still have some effect, disrupting it.

The PCs might choose to examine the statue.

The statue before you is of a genasi woman. She has a determined, disapproving look on her face, scowling towards something in middle distance.

A depression in the ice at the foot of the statue looks like it could hold a disc about a foot in diameter.

From the description they were previously given, they are able to immediately determine that it is Taalee, the woman that Captain Errowd asked them to retrieve. She was placed here when her anti-divination effect became apparent, and locked in place with magic from one of the vaults.

The following skills may reveal helpful information:

Special - Spellscar

Anyone with a spellscar or the plaguechanged keyword immediately recognizes that she is spellscarred and her powers are still active, despite her stasis.

Arcana or Nature [Moderate DC]

The woman has been petrified. A *remove affliction* ritual, or something similar, is necessary to reverse the affliction. Doing this while she is entombed in the ice will kill her. It seems unlikely that the ice can be removed without destroying the statue.

Arcana [Moderate DC] (trained only)

This woman radiates magic tainted by the spellplague, as well as the anti-divination effect that has permeated the building. It seems to also be affecting the ethereal brain-like image in the room as well. This must be the statue that Captain Yargo wants them to retrieve.

In order to get Taalee out of the ice, the PCs must use one of the keys, which is consumed as the ice melts away. Attempting to destroy the ice by force or fire in order to free the statue quickly reveals that continuing will destroy the statue before the ice yields. It appears that it has been crafted to transmit the damage done to the ice directly to the statue. Taalee cannot be raised from the dead if she is destroyed while entombed.

The central intelligence doesn't notice the PCs interacting with the statue, and ignores their efforts even if they free Taalee, cast *remove affliction*, and walk out.

If the PCs free the statue by using a key, they have the following options:

- **Removing the petrified condition:** Taalee is uninjured, but the petrified condition is a level 20 effect. If she dies due to a poorly performed *remove affliction*, then the PCs cannot earn Captain Errowd or Captain Yargo's favor.
- **Move the statue into an extra-dimensional space:** The statue weighs 500 lbs and takes up 45 cubic feet. If the PCs are capable of creating (or have) a space that size, this is a viable option.
- **Carry the statue out of the Obelisk:** Physically travelling back to the *Lamassu* is not viable - the PCs have to go through Encounter 2 again, in both directions. However, there is a temporary teleportation circle created by Taliss Muirwood with the *Create Teleportation Circle* ritual, as described in Encounter 2. While a statue, Taalee is considered an object and could be carried through the circle.
- **Destroying the statue:** This destroys the effect that Captain Yargo is looking for, and kills Taalee, but her pieces could be carried out. She could be raised, with a component cost of 5,000 gp.

It is not viable to remove the statue from the Obelisk until the end of the adventure without repeating Encounter 2 at a significant penalty.

If the PCs move the statue into an extra-dimensional space, remove the petrified condition, or kill Taalee, then the anti-divination effect described in Encounter 3 goes away. If cured Taalee is confused, mentally numbed, and barely coherent. She follows the PCs, but does not assist them in any way.

SKILL CHALLENGE: LOBOTOMY

Goal: Destroy the living telepathic bond controlling the Obelisk.

Complexity: 1 (4 successes)

Primary Skills: Various

Success: The *bond* is destroyed.

Retreat: At any point, the PCs can retreat. If the alert had not yet been activated, it now is.

As you moved to destroy the brain, it psychically lashes out at you. The terrain wavers and an obvious hallucination begins to take over your senses.

Destroying the brain requires a fair amount of work, and the brain will respond in a hostile manner.

The skill challenge works in initiative order, with the PCs attempting to get a certain number of successes per round. The brain has an initiative modifier equal to the AL.

Each round, the PCs need to get a number of successes equal to the number of PCs - 2. On the brain's turn, it attacks the PCs within the hallucination, and the PCs have to respond to the attack with a different skill.

The brain also calls several living daggers (use the stats from Encounter 6) each round to protect it. It summons a number of living daggers equal to the number of PCs + 1. Upon the completion, or fleeing, of the skill challenge, the living daggers stop paying attention to the PCs.

The following skills and abilities can be used to target the brain. The DC for skills depends on the action taken:

- **Skill as a Standard Action:** Moderate DC
- **Skill as a Move Action:** Hard DC
- **Skill as a Minor Action:** Hard DC + 10
- **Attacks:** The PCs can attack the pillar. Attacks automatically hit, but cannot be critical hits. For every 30 points of damage (cumulative), the party gets one success for the round.
- **Turn Undead:** Positive energy disrupts the intelligence. This counts as a success, and gives the PCs a +5 bonus to their next defense check against the brain.

Arcana or Religion

The PC works on an exorcism ritual.

Athletics

The PC chips away at the ice containing the brain.

Dungeoneering or Thievery

The PC is able to find weak points and exploit those.

On the brain's turn, it attacks the entire party randomly, as long as they are within the Obelisk. This attack does not target unconscious characters. The type includes a brief description and the skill required to defend against that attack. At the DM's discretion, it can be an individual roll, or a group roll, each round.

1d6	Attack Type (Skill Roll)
1	A social humiliation (Diplomacy)
2	An angry bully (Intimidate)
3	Deceiving an interrogator (Bluff)
4	Evading a mob (Streetwise)
5	A logical puzzle, such as one fellow that always lies, one fellow that always tells the truth, and another fellow that stabs anyone asking tricky questions (History)
6	A deceitful lover (Insight)

The PCs need to make the appropriate check. They take psychic damage equal to twice the AL, modified by their skill check results.

- **Hard DC +5:** The attack does no damage.
- **Hard DC:** The attack does one quarter damage (=half AL).
- **Moderate DC:** The attack does one half damage (=AL).
- **Easy DC:** The attack does normal damage (ALx2)
- **Less than the Easy DC:** The attack does extra psychic damage equal to half the AL (ALx2.5).

COMPLETION:

With a horrifying psychic howl, the brain falls silent. The background buzz is gone, and the fortress is eerily quiet.

The fortress's *coordinating intelligence* feature is no longer active.

RETREAT:

The brain is too strong, and you are forced to retreat.

If the PCs retreat from the living telepathic bond's chamber, the encounter ends. The fortress is on alert now, but the brain stops attacking them.

If the PCs take a rest and return to the chamber, they can continue where they left off. However, the brain does not forgive their earlier efforts and immediately attacks rather than waiting until the PCs act. The brain also activates a precognition like power and now acts first in every round while the PCs are in the room.

ENDING THE ENCOUNTER

After this encounter, the PCs are free to continue exploring the fortress in Encounter 3.

MILESTONE

As this fight is not required, this encounter does not count towards a milestone.

TREASURE

On a desk near Taalee, there is a *chronicle of the dawn war* +3 (+4 at AL 16).

ENCOUNTER 6: ENTOMBED

FAST PLAY OPTIONS

Move quickly into the fight, even if *Fortress Alert* isn't active. Instead, give the PCs a surprise round as it becomes apparent that the ooze is becoming hostile.

Change the Frostclutch's *Entomb* so that it doesn't block line of effect (allowing PCs to grant saves).

ENCOUNTER LEVEL 14/16/18/20/22

CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 1 frostclutch guardian (F)
- 5 dagger clouds (D)
- 2 erratic ice golems (E)
- 1 ice golem (I)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present. Note that after playtesting, some of the creatures in this encounter have not had their damage expressions updated to *Monster Manual 3* levels to better manage the difficulty of the encounter. If you have an exceptionally strong table, you might consider upgrading those monsters that have not been updated.

Four PCs: Remove one of the erratic ice golems.

Six PCs: Add another ice golem.

SETUP

The PCs are wandering around the main halls, either simply exploring or hunting for a key after learning about them from the fire elementals or discovering a seal they cannot otherwise breach. The frozen key is embedded in the frostclutch guardian.

The open chamber you come into rises fifty feet in the air. Balconies and walkways on the second and third floor run the length of the chamber.

More of the gith statues, several score, line the first and second floors. Ribbons of an oozing rainbow substance flow through the air.

The ribbons flowing through the air are the frostclutch guardian and a host of daggers clouds. If *Fortress Alert* is active, combat begins immediately. Otherwise, PCs have a chance to look around the room.

The frostclutch and dagger clouds radiate strong magic. Those who succeed in an Easy DC Arcana check recognizes them as some sort of living spells. Until the PCs attack, the oozes float, drift, and dance through the air and do not acknowledge the PCs presence.

The latent defensive magic of the citadel moves to protect the frostclutch, but the statues are weakened and damaged due to neglect.

When combat begins:

The ribbons of rainbow substance flow together, forming a creature that resembles a massive human hand. Smaller bits of the substance form into whirling clouds of daggers.

As the oozes move towards you, a dozen nearby statues animate, turn in your direction, and stride forward.

When combat begins, place a dozen ice golems on the map. On their first turn, the weakened golems become obvious:

As the statues move to attack, cracks move up their sculpted bodies. Arms break off and smash to the floor; legs remain rooted as the statue moves. Several of them crash to the ground in pieces, leaving only [two/three] behind.

When the frostclutch is destroyed:

The ooze flails around silently as parts of it slip away and evaporate into the air. Slowly, all of the body disappears, leaving only a single stone carved rune about the size of a dinner plate.

FEATURES OF THE AREA

Balconies: Above the floor, on the left and right of the map, are balconies 4 and 8 squares above the ground. These are heavily iced over - any creature that ends its turn on the balconies slides 1 square towards the center of the room, away from the walls. Saves to avoid falling off the edge take a -5 penalty due to the ice and lack of railing. Creatures with flight or icewalk are immune to this effect.

Weakened golems: The weakened golems look just the Ice Golem until their first action, when they fall apart. Use the defenses of the Ice Golem until they fall apart, and if they take any damage, they immediately crumble.

Destroyed golems leave difficult terrain in a close burst 1.

TACTICS

The frostclutch guardian and the living daggers are floating 5 squares off the ground at the start of combat.

If *Fortress Alert* is active, the monsters coordinate their behavior in an intelligent manner. If the alert has not sounded, they tend to go after the last PC that damaged the frostclutch or the PC doing the most damage, but do not fight together in an organized way.

The frostclutch uses its action point(s) to *entomb* targets, or if it's bloodied. If possible, it uses *drag* to move its targets away from their allies.

The living clouds of daggers move to attack ranged PCs. They avoid opportunity attacks when possible.

The erratic ice golem uses *hailstone* as often as feasible, only using *primordial rage* if it cannot charge anything.

The ice golem uses *defensive stand* against any PC observed charging or moving towards it. On its first opportunity, it uses *protective stomp* to invigorate the frostclutch guardian.

All creatures fight until destroyed.

ENDING THE ENCOUNTER

After this encounter, the PCs are free to continue exploring the fortress in Encounter 3.

MILESTONE

This encounter counts towards a milestone.

TREASURE

When the living daggers are destroyed, a fragment of each remains behind as a *greater dancing weapon* +3 (+4 at AL 18).

ENCOUNTER 6: ENTOMBED (AL 12)

1 Frostclutch Guardian	Level 14 Elite Controller
Medium aberrant beast (blind, ooze)	XP 2,000
HP 276; Bloodied 138	Initiative +12
AC 28, Fortitude 27, Reflex 26, Will 26;	Perception +12
Speed fly 6 (hover)	blindsight
Resist 10 cold	
Saving Throws +2; Action Points 1	
TRAIT	
Insubstantial Rest	
Until the start of its first action, a frostclutch guardian is insubstantial.	
Plaguechanged ooze	
The frostclutch guardian cannot be knocked prone.	
STANDARD ACTIONS	
m Chilling Touch (cold) • At-Will	
Attack: Melee 1 (one creature); +18 vs. Fortitude (automatically hits a target grabbed by the frostclutch)	
Hit: 2d8 + 4 cold damage.	
M Frozen Grasp (cold) • At-Will	
Requirement: The frostclutch must not have a creature grabbed	
Attack: Melee 1 (one creature); +18 vs. Reflex	
Hit: 2d8 + 4 cold damage and the target is grabbed.	
Frenzied Grasping • At-Will	
Effect: The frostclutch makes a frozen grasp attack, then a chilling touch attack.	
M Entomb (cold) • Recharge 4 5 6	
Attack: Melee 1 (one creature grabbed by the frostclutch); +18 vs. Fortitude	
Hit: 2d8 + 4 cold damage, the grab ends, and the target is entombed in ice (save ends). While entombed, the target takes ongoing 10 cold damage and is stunned. No creature has line of effect to the target.	
Miss: Half damage, the grab ends, and the target is entombed until the end of the frostclutch's next turn.	
MOVE ACTIONS	
Drag • At-Will	
Attack: Melee 1 (one creature grabbed by the frostclutch); +18 vs. Fortitude	
Hit: The frostclutch shifts 3 squares and pulls the grabbed target with it. This can include vertical movement.	
Str 22 (+13)	Dex 20 (+12)
Con 18 (+11)	Int 5 (+4)
	Wis 20 (+12)
	Cha 11 (+7)
Alignment unaligned	Languages -
Note: added traits, made elite by increasing HP, recharge of Entomb, and Frenzied grasping; <i>Dungeon Magazine</i> 175.	

5 Living Daggers	Level 12 Minion Brute
Medium aberrant beast (blind)	XP 175
HP 1; a missed attack never damages a minion	Initiative +15
AC 24, Fortitude 25, Reflex 24, Will 22;	Perception +5
Speed fly 8 (hover)	blindsight
Immune cold	
TRAIT	
Insubstantial Rest	
Until the start of its first action, a living dagger cannot be damaged.	
STANDARD ACTIONS	
m Slicing daggers (force) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 16 force damage.	
M Envelop (force) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 16 force damage.	
Effect: The living cloud of daggers enters a square in the target's space and the target takes ongoing 10 force damage (until the target no longer shares a space with the cloud). Any attack by a creature other than the target that hits the living cloud of daggers also hits the enveloped creature.	
Str 17 (+9)	Dex 18 (+10)
Con 20 (+11)	Int 3 (+2)
	Wis 15 (+8)
	Cha 9 (+5)
Alignment unaligned	Languages -
Note: Updated damage expressions, accuracy, added cold immunity; <i>Dungeon Magazine</i> 175.	

2 Erratic Ice Golems	Level 14 Skirmisher
Large elemental animate (cold, construct)	XP 1000
HP 133; Bloodied 66	Initiative +15
AC 27, Fortitude 23, Reflex 26, Will 25;	Perception +12
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icerooted	
When an effect pushes, pulls, or slides the golem, it moves 2 squares fewer than the effect specifies. The golem can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Frozen Slam (cold) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 2d8 + 5 damage plus 2d6 cold damage.	
M Hailstone (cold) • At-Will	
Effect: The golem charges without provoking opportunity attacks and makes the following attack in place of a melee basic attack.	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d8 + 9 damage	
M Primordial Rage • Encounter	
Effect: The golem shifts its speed and uses frozen slam three times during the shift, making each attack against a different target.	
MOVE ACTIONS	
Giant Stride • Recharge 4 5 6	
Effect: The erratic ice golem shifts 6 squares and can move through enemies' spaces during the shift.	
Str 19 (+10)	Dex 25 (+13)
Con 21 (+11)	Int 3 (+2)
	Wis 8 (+5)
	Cha 3 (+1)
Alignment unaligned	Languages -
Note: base creature Frost Giant Berserker, reflavored as a golem; <i>Monster Manual</i> 3.	

1 Ice golem	Level 13 Soldier
Large elemental animate (cold, construct)	XP 800
HP 134; Bloodied 67	Initiative +14
AC 29, Fortitude 27, Reflex 26, Will 23;	Perception +11
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icerooted	
When an effect pushes, pulls, or slides the golem, it moves 2 squares fewer than the effect specifies. The golem can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Icy Stomp (cold) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d10 + 5 cold damage, and the target is marked until the end of the ice golem's next turn.	
M Protective Strike • Encounter	
Effect: The golem uses icy stomp. On a hit, the attack does 10 extra cold damage, and one ally within 10 squares of the golem gains 25 temporary hit points.	
MINOR ACTIONS	
Defensive Stand • At-Will (1/round)	
Effect: Choose one enemy within 10 squares of the golem that is not marked by it. If that enemy moves adjacent to the golem before the end of the golem's next turn, the golem can use icy stomp against the enemy as a free action.	
Str 24 (+13)	Dex 22 (+12)
Con 22 (+12)	Int 3 (+2)
	Wis 8 (+5)
	Cha 3 (+2)
Alignment unaligned	Languages -
Note: base creature Frost Giant Shield Bearer, reflavored as a golem, removed <i>Coordinated Attack</i> ; <i>Monster Manual</i> 3.	

ENCOUNTER 6: ENTOMBED (AL 14)

1 Frostclutch Guardian	Level 16 Elite Controller
Medium aberrant beast (blind, ooze)	XP 2,800
HP 324; Bloodied 162	Initiative +13
AC 30, Fortitude 29, Reflex 28, Will 28;	Perception +13
Speed fly 6 (hover)	blindsight
Resist 10 cold	
Saving Throws +2; Action Points 1	
TRAIT	
Insubstantial Rest	
Until the start of its first action, a frostclutch guardian is insubstantial.	
Plaguechanged ooze	
The frostclutch guardian cannot be knocked prone.	
STANDARD ACTIONS	
m Chilling Touch (cold) • At-Will	
Attack: Melee 1 (one creature); +20 vs. Fortitude (automatically hits a target grabbed by the frostclutch)	
Hit: 2d8 + 6 cold damage.	
M Frozen Grasp (cold) • At-Will	
Requirement: The frostclutch must not have a creature grabbed	
Attack: Melee 1 (one creature); +20 vs. Reflex	
Hit: 2d8 + 6 cold damage and the target is grabbed.	
Frenzied Grasping • At-Will	
Effect: The frostclutch makes a frozen grasp attack, then a chilling touch attack.	
M Entomb (cold) • Recharge 4 5 6	
Attack: Melee 1 (one creature grabbed by the frostclutch); +20 vs. Fortitude	
Hit: 2d8 + 6 cold damage, the grab ends, and the target is entombed in ice (save ends). While entombed, the target takes ongoing 10 cold damage and is stunned. No creature has line of effect to the target.	
Miss: Half damage, the grab ends, and the target is entombed until the end of the frostclutch's next turn.	
MOVE ACTIONS	
Drag • At-Will	
Attack: Melee 1 (one creature grabbed by the frostclutch); +20 vs. Fortitude	
Hit: The frostclutch shifts 3 squares and pulls the grabbed target with it. This can include vertical movement.	
Str 22 (+14)	Dex 20 (+13)
Con 18 (+12)	Int 5 (+5)
	Cha 11 (+8)
Alignment unaligned	Languages -
Note: added traits, made elite by increasing HP, recharge of Entomb, and Frenzied grasping; <i>Dungeon Magazine</i> 175.	

5 Living Daggers	Level 14 Minion Brute
Medium aberrant beast (blind)	XP 250
HP 1; a missed attack never damages a minion	Initiative +14
AC 26, Fortitude 27, Reflex 26, Will 24;	Perception +7
Speed fly 8 (hover)	blindsight
Immune cold	
TRAIT	
Insubstantial Rest	
Until the start of its first action, a living dagger cannot be damaged.	
STANDARD ACTIONS	
m Slicing daggers (force) • At-Will	
Attack: Melee 1 (one creature); +17 vs. Reflex	
Hit: 17 force damage.	
M Envelop (force) • At-Will	
Attack: Melee 1 (one creature); +17 vs. Reflex	
Hit: 17 force damage.	
Effect: The living cloud of daggers enters a square in the target's space and the target takes ongoing 10 force damage (until the target no longer shares a space with the cloud). Any attack by a creature other than the target that hits the living cloud of daggers also hits the enveloped creature.	
Str 17 (+10)	Dex 18 (+11)
Con 20 (+12)	Int 3 (+3)
	Cha 9 (+6)
Alignment unaligned	Languages -
Note: Updated damage expressions, accuracy, added cold immunity; <i>Dungeon Magazine</i> 175.	

2 Erratic Ice Golems	Level 15 Skirmisher
Large elemental animate (cold, construct)	XP 1,200
HP 149; Bloodied 74	Initiative +16
AC 29, Fortitude 25, Reflex 28, Will 27;	Perception +14
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icerooted	
When an effect pushes, pulls, or slides the golem, it moves 2 squares fewer than the effect specifies. The golem can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Frozen Slam (cold) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 2d8 + 7 damage plus 2d6 cold damage.	
M Hailstone (cold) • At-Will	
Effect: The golem charges without provoking opportunity attacks and makes the following attack in place of a melee basic attack.	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage	
M Primordial Rage • Encounter	
Effect: The golem shifts its speed and uses frozen slam three times during the shift, making each attack against a different target.	
MOVE ACTIONS	
Giant Stride • Recharge 4 5 6	
Effect: The erratic ice golem shifts 6 squares and can move through enemies' spaces during the shift.	
Str 19 (+11)	Dex 25 (+14) Wis 8 (+6)
Con 21 (+12)	Int 3 (+3) Cha 3 (+2)
Alignment unaligned	Languages -
Note: base creature Frost Giant Berserker, reflavored as a golem; <i>Monster Manual</i> 3.	

1 Ice golem	Level 15 Soldier
Large elemental animate (cold, construct)	XP 1,200
HP 150; Bloodied 75	Initiative +15
AC 31, Fortitude 29, Reflex 28, Will 25;	Perception +12
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icerooted	
When an effect pushes, pulls, or slides the golem, it moves 2 squares fewer than the effect specifies. The golem can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Icy Stomp (cold) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 3d10 + 7 cold damage, and the target is marked until the end of the ice golem's next turn.	
M Protective Strike • Encounter	
Effect: The golem uses icy stomp. On a hit, the attack does 10 extra cold damage, and one ally within 10 squares of the golem gains 25 temporary hit points.	
MINOR ACTIONS	
Defensive Stand • At-Will (1/round)	
Effect: Choose one enemy within 10 squares of the golem that is not marked by it. If that enemy moves adjacent to the golem before the end of the golem's next turn, the golem can use icy stomp against the enemy as a free action.	
Str 24 (+14)	Dex 22 (+13) Wis 8 (+6)
Con 22 (+13)	Int 3 (+3) Cha 3 (+3)
Alignment unaligned	Languages -
Note: base creature Frost Giant Shield Bearer, reflavored as a golem, removed <i>Coordinated Attack</i> ; <i>Monster Manual</i> 3.	

ENCOUNTER 6: ENTOMBED (AL 16)

1 Frostclutch Guardian	Level 18 Elite Controller
Medium aberrant beast (blind, ooze)	XP 4,000
HP 340; Bloodied 170	Initiative +14
AC 32, Fortitude 31, Reflex 30, Will 30;	Perception +14
Speed fly 6 (hover)	blindsight
Resist 10 cold	
Saving Throws +2; Action Points 1	
TRAIT	
Insubstantial Rest	
Until the start of its first action, a frostclutch guardian is insubstantial.	
Plaguechanged ooze	
The frostclutch guardian cannot be knocked prone.	
STANDARD ACTIONS	
m Chilling Touch (cold) • At-Will	
Attack: Melee 1 (one creature); +22 vs. Fortitude (automatically hits a target grabbed by the frostclutch)	
Hit: 2d8 + 8 cold damage.	
M Frozen Grasp (cold) • At-Will	
Requirement: The frostclutch must not have a creature grabbed	
Attack: Melee 1 (one creature); +22 vs. Reflex	
Hit: 2d8 + 8 cold damage and the target is grabbed.	
Frenzied Grasping • At-Will	
Effect: The frostclutch makes a frozen grasp attack, then a chilling touch attack.	
M Entomb (cold) • Recharge 4 5 6	
Attack: Melee 1 (one creature grabbed by the frostclutch); +22 vs. Fortitude	
Hit: 2d8 + 8 cold damage, the grab ends, and the target is entombed in ice (save ends). While entombed, the target takes ongoing 10 cold damage and is stunned. No creature has line of effect to the target.	
Miss: Half damage, the grab ends, and the target is entombed until the end of the frostclutch's next turn.	
MOVE ACTIONS	
Drag • At-Will	
Attack: Melee 1 (one creature grabbed by the frostclutch); +22 vs. Fortitude	
Hit: The frostclutch shifts 3 squares and pulls the grabbed target with it. This can include vertical movement.	
Str 22 (+15)	Dex 20 (+14)
Con 18 (+13)	Int 5 (+6)
	Cha 11 (+9)
Alignment unaligned	Languages -
Note: added traits, made elite by increasing HP, recharge of Entomb, and Frenzied grasping; <i>Dungeon Magazine</i> 175.	

5 Living Daggers	Level 16 Minion Brute
Medium aberrant beast (blind)	XP 350
HP 1; a missed attack never damages a minion	Initiative +15
AC 28, Fortitude 29, Reflex 28, Will 26;	Perception +7
Speed fly 8 (hover)	blindsight
Immune cold	
TRAIT	
Insubstantial Rest	
Until the start of its first action, a living dagger cannot be damaged.	
STANDARD ACTIONS	
m Slicing daggers (force) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: 18 force damage.	
M Envelop (force) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: 18 force damage.	
Effect: The living cloud of daggers enters a square in the target's space and the target takes ongoing 10 force damage (until the target no longer shares a space with the cloud). Any attack by a creature other than the target that hits the living cloud of daggers also hits the enveloped creature.	
Str 17 (+11)	Dex 18 (+12)
Con 20 (+13)	Int 3 (+4)
	Wis 15 (+10)
	Cha 9 (+7)
Alignment unaligned	Languages -
Note: Updated damage expressions, accuracy, added cold immunity; <i>Dungeon Magazine</i> 175.	

2 Erratic Ice Golems	Level 17 Skirmisher
Large elemental animate (cold, construct)	XP 1,600
HP 165; Bloodied 82	Initiative +17
AC 31, Fortitude 27, Reflex 30, Will 29;	Perception +14
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icerooted	
When an effect pushes, pulls, or slides the golem, it moves 2 squares fewer than the effect specifies. The golem can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Frozen Slam (cold) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 2d8 + 9 damage plus 2d6 cold damage.	
M Hailstone (cold) • At-Will	
Effect: The golem charges without provoking opportunity attacks and makes the following attack in place of a melee basic attack.	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage	
M Primordial Rage • Encounter	
Effect: The golem shifts its speed and uses frozen slam three times during the shift, making each attack against a different target.	
MOVE ACTIONS	
Giant Stride • Recharge 4 5 6	
Effect: The erratic ice golem shifts 6 squares and can move through enemies' spaces during the shift.	
Str 19 (+12)	Dex 25 (+15)
Con 21 (+13)	Int 3 (+4)
	Wis 8 (+7)
	Cha 3 (+3)
Alignment unaligned	Languages -
Note: base creature Frost Giant Berserker, reflavored as a golem; <i>Monster Manual</i> 3.	

1 Ice golem	Level 17 Soldier
Large elemental animate (cold, construct)	XP 1,600
HP 166; Bloodied 83	Initiative +16
AC 33, Fortitude 31, Reflex 30, Will 27;	Perception +13
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icerooted	
When an effect pushes, pulls, or slides the golem, it moves 2 squares fewer than the effect specifies. The golem can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Icy Stomp (cold) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d10 + 9 cold damage, and the target is marked until the end of the ice golem's next turn.	
M Protective Strike • Encounter	
Effect: The golem uses icy stomp. On a hit, the attack does 10 extra cold damage, and one ally within 10 squares of the golem gains 25 temporary hit points.	
MINOR ACTIONS	
Defensive Stand • At-Will (1/round)	
Effect: Choose one enemy within 10 squares of the golem that is not marked by it. If that enemy moves adjacent to the golem before the end of the golem's next turn, the golem can use icy stomp against the enemy as a free action.	
Str 24 (+15)	Dex 22 (+14)
Con 22 (+14)	Int 3 (+4)
	Wis 8 (+7)
	Cha 3 (+4)
Alignment unaligned	Languages -
Note: base creature Frost Giant Shield Bearer, reflavored as a golem, removed <i>Coordinated Attack</i> ; <i>Monster Manual</i> 3.	

ENCOUNTER 6: ENTOMBED (AL 18)

1 Frostclutch Guardian	Level 20 Elite Controller
Medium aberrant beast (blind, ooze)	XP 5,600
HP 372; Bloodied 186	Initiative +15
AC 34, Fortitude 33, Reflex 32, Will 32;	Perception +15
Speed fly 6 (hover)	blindsight
Resist 10 cold	
Saving Throws +2; Action Points 1	
TRAIT	
Insubstantial Rest	
Until the start of its first action, a frostclutch guardian is insubstantial.	
Plaguechanged ooze	
The frostclutch guardian cannot be knocked prone.	
STANDARD ACTIONS	
m Chilling Touch (cold) • At-Will	
Attack: Melee 1 (one creature); +24 vs. Fortitude (automatically hits a target grabbed by the frostclutch)	
Hit: 2d8 + 10 cold damage.	
M Frozen Grasp (cold) • At-Will	
Requirement: The frostclutch must not have a creature grabbed	
Attack: Melee 1 (one creature); +24 vs. Reflex	
Hit: 2d8 + 10 cold damage and the target is grabbed.	
Frenzied Grasping • At-Will	
Effect: The frostclutch makes a frozen grasp attack, then a chilling touch attack.	
M Entomb (cold) • Recharge 4 5 6	
Attack: Melee 1 (one creature grabbed by the frostclutch); +24 vs. Fortitude	
Hit: 2d8 + 10 cold damage, the grab ends, and the target is entombed in ice (save ends). While entombed, the target takes ongoing 10 cold damage and is stunned. No creature has line of effect to the target.	
Miss: Half damage, the grab ends, and the target is entombed until the end of the frostclutch's next turn.	
MOVE ACTIONS	
Drag • At-Will	
Attack: Melee 1 (one creature grabbed by the frostclutch); +24 vs. Fortitude	
Hit: The frostclutch shifts 3 squares and pulls the grabbed target with it. This can include vertical movement.	
Str 22 (+16)	Dex 20 (+15)
Con 18 (+14)	Int 5 (+7)
	Wis 20 (+15)
	Cha 11 (+10)
Alignment unaligned	Languages -
Note: added traits, made elite by increasing HP, recharge of Entomb, and Frenzied grasping; <i>Dungeon Magazine</i> 175.	

5 Living Daggers	Level 18 Minion Brute
Medium aberrant beast (blind)	XP 500
HP 1; a missed attack never damages a minion	Initiative +16
AC 30, Fortitude 31, Reflex 30, Will 28;	Perception +8
Speed fly 8 (hover)	blindsight
Immune cold	
TRAIT	
Insubstantial Rest	
Until the start of its first action, a living dagger cannot be damaged.	
STANDARD ACTIONS	
m Slicing daggers (force) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Reflex	
Hit: 19 force damage.	
M Envelop (force) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Reflex	
Hit: 19 force damage.	
Effect: The living cloud of daggers enters a square in the target's space and the target takes ongoing 10 force damage (until the target no longer shares a space with the cloud). Any attack by a creature other than the target that hits the living cloud of daggers also hits the enveloped creature.	
Str 17 (+12)	Dex 18 (+13)
Con 20 (+14)	Int 3 (+5)
	Wis 15 (+11)
	Cha 9 (+8)
Alignment unaligned	Languages -
Note: Updated damage expressions, accuracy, added cold immunity; <i>Dungeon Magazine</i> 175.	

2 Erratic Ice Golems	Level 19 Skirmisher
Large elemental animate (cold, construct)	XP 2,400
HP 181; Bloodied 90	Initiative +18
AC 33, Fortitude 29, Reflex 32, Will 31;	Perception +15
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icerooted	
When an effect pushes, pulls, or slides the golem, it moves 2 squares fewer than the effect specifies. The golem can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Frozen Slam (cold) • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 2d8 + 11 damage plus 2d6 cold damage.	
M Hailstone (cold) • At-Will	
Effect: The golem charges without provoking opportunity attacks and makes the following attack in place of a melee basic attack.	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage	
M Primordial Rage • Encounter	
Effect: The golem shifts its speed and uses frozen slam three times during the shift, making each attack against a different target.	
MOVE ACTIONS	
Giant Stride • Recharge 4 5 6	
Effect: The erratic ice golem shifts 6 squares and can move through enemies' spaces during the shift.	
Str 19 (+13)	Dex 25 (+16)
Con 21 (+14)	Int 3 (+5)
	Wis 8 (+8)
	Cha 3 (+4)
Alignment unaligned	Languages -
Note: base creature Frost Giant Berserker, reflavored as a golem; <i>Monster Manual</i> 3.	

1 Ice golem	Level 19 Soldier
Large elemental animate (cold, construct)	XP 2,400
HP 182; Bloodied 91	Initiative +17
AC 35, Fortitude 33, Reflex 32, Will 29;	Perception +14
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icerooted	
When an effect pushes, pulls, or slides the golem, it moves 2 squares fewer than the effect specifies. The golem can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Icy Stomp (cold) • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 3d10 + 11 cold damage, and the target is marked until the end of the ice golem's next turn.	
M Protective Strike • Encounter	
Effect: The golem uses icy stomp. On a hit, the attack does 10 extra cold damage, and one ally within 10 squares of the golem gains 25 temporary hit points.	
MINOR ACTIONS	
Defensive Stand • At-Will (1/round)	
Effect: Choose one enemy within 10 squares of the golem that is not marked by it. If that enemy moves adjacent to the golem before the end of the golem's next turn, the golem can use icy stomp against the enemy as a free action.	
Str 24 (+16)	Dex 22 (+15)
Con 22 (+15)	Int 3 (+5)
	Wis 8 (+8)
	Cha 3 (+5)
Alignment unaligned	Languages -
Note: base creature Frost Giant Shield Bearer, reflavored as a golem, removed <i>Coordinated Attack</i> ; <i>Monster Manual</i> 3.	

ENCOUNTER 6: ENTOMBED (AL 20)

1 Frostclutch Guardian		Level 22 Elite Controller
Medium aberrant beast (blind, ooze)		XP 8,300
HP 404; Bloodied 202		Initiative +16
AC 36, Fortitude 35, Reflex 34, Will 34;		Perception +16
Speed fly 6 (hover)		blindsight
Resist 15 cold		
Saving Throws +2; Action Points 1		
TRAIT		
Insubstantial Rest		
Until the start of its first action, a frostclutch guardian is insubstantial.		
Plaguechanged ooze		
The frostclutch guardian cannot be knocked prone.		
STANDARD ACTIONS		
m Chilling Touch (cold) • At-Will		
Attack: Melee 1 (one creature); +26 vs. Fortitude (automatically hits a target grabbed by the frostclutch)		
Hit: 2d8 + 12 cold damage.		
M Frozen Grasp (cold) • At-Will		
Requirement: The frostclutch must not have a creature grabbed		
Attack: Melee 1 (one creature); +26 vs. Reflex		
Hit: 2d8 + 12 cold damage and the target is grabbed.		
Frenzied Grasping • At-Will		
Effect: The frostclutch makes a frozen grasp attack, then a chilling touch attack.		
M Entomb (cold) • Recharge 4 5 6		
Attack: Melee 1 (one creature grabbed by the frostclutch); +25 vs. Fortitude		
Hit: 2d8 + 12 cold damage, the grab ends, and the target is entombed in ice (save ends). While entombed, the target takes ongoing 10 cold damage and is stunned. No creature has line of effect to the target.		
Miss: Half damage, the grab ends, and the target is entombed until the end of the frostclutch's next turn.		
MOVE ACTIONS		
Drag • At-Will		
Attack: Melee 1 (one creature grabbed by the frostclutch); +26 vs. Fortitude		
Hit: The frostclutch shifts 3 squares and pulls the grabbed target with it. This can include vertical movement.		
Str 22 (+17)	Dex 20 (+16)	Wis 20 (+16)
Con 18 (+15)	Int 5 (+8)	Cha 11 (+11)
Alignment unaligned Languages -		
Note: added traits, made elite by increasing HP, recharge of Entomb, and Frenzied grasping; <i>Dungeon Magazine</i> 175.		

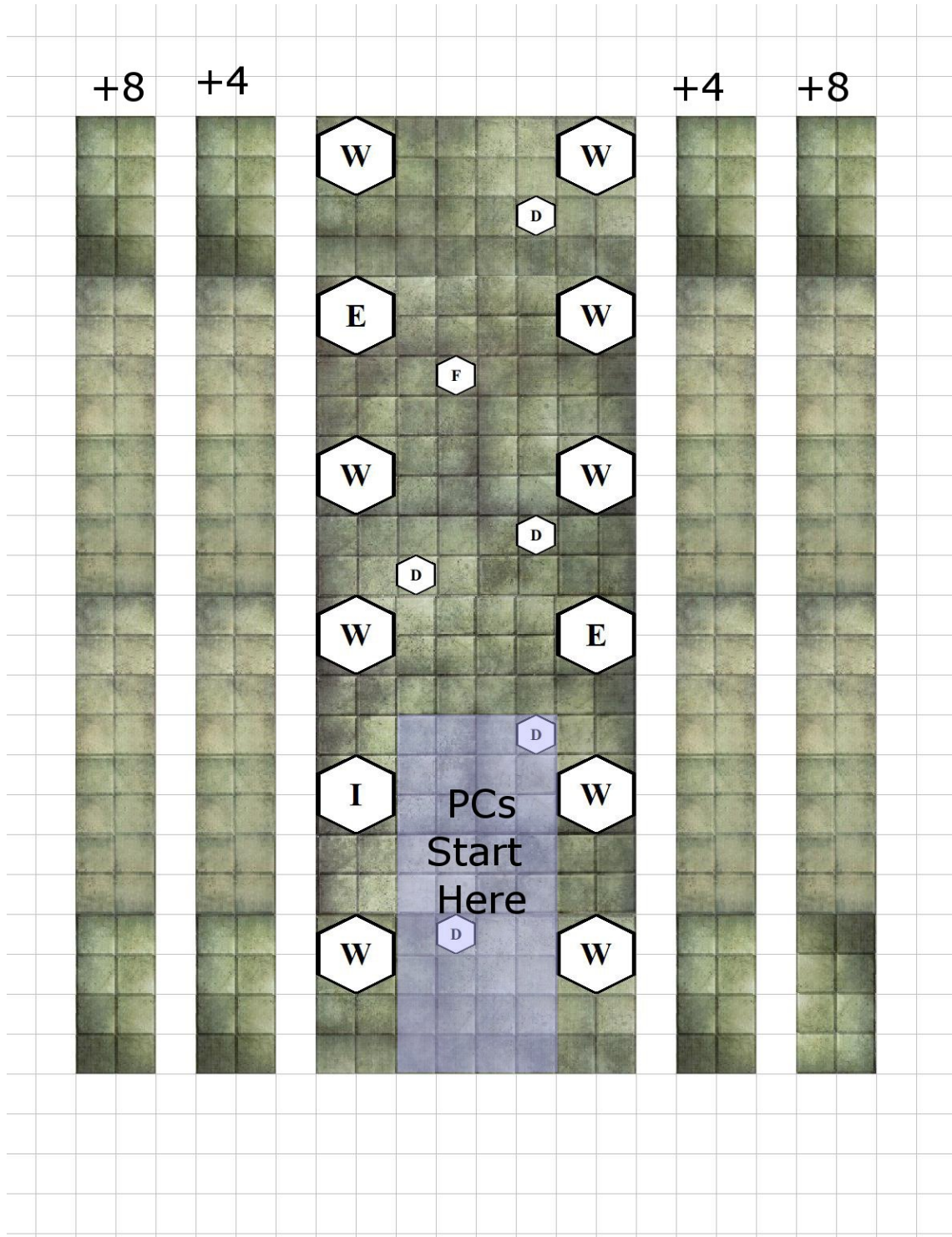
5 Living Daggers		Level 20 Minion Brute
Medium aberrant beast (blind)		XP 700
HP 1; a missed attack never damages a minion		Initiative +17
AC 32, Fortitude 33, Reflex 32, Will 30;		Perception +9
Speed fly 8 (hover)		blindsight
Immune cold		
TRAIT		
Insubstantial Rest		
Until the start of its first action, a living dagger cannot be damaged.		
STANDARD ACTIONS		
m Slicing daggers (force) • At-Will		
Attack: Melee 1 (one creature); +23 vs. Reflex		
Hit: 20 force damage.		
M Envelop (force) • At-Will		
Attack: Melee 1 (one creature); +23 vs. Reflex		
Hit: 20 force damage.		
Effect: The living cloud of daggers enters a square in the target's space and the target takes ongoing 10 force damage (until the target no longer shares a space with the cloud). Any attack by a creature other than the target that hits the living cloud of daggers also hits the enveloped creature.		
Str 17 (+13)	Dex 18 (+14)	Wis 15 (+12)
Con 20 (+15)	Int 3 (+6)	Cha 9 (+9)
Alignment unaligned Languages -		
Note: Updated damage expressions, accuracy, added cold immunity; <i>Dungeon Magazine</i> 175.		

2 Erratic Ice Golems	Level 21 Skirmisher
Large elemental animate (cold, construct)	XP 3,200
HP 197; Bloodied 98	Initiative +19
AC 35, Fortitude 31, Reflex 34, Will 33;	Perception +16
Speed 8 (ice walk)	
Resist 25 cold	
TRAITS	
Icerooted	
When an effect pushes, pulls, or slides the golem, it moves 2 squares fewer than the effect specifies. The golem can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Frozen Slam (cold) • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 2d8 + 13 damage plus 2d6 cold damage.	
M Hailstone (cold) • At-Will	
Effect: The golem charges without provoking opportunity attacks and makes the following attack in place of a melee basic attack.	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 3d8 + 17 damage	
M Primordial Rage • Encounter	
Effect: The golem shifts its speed and uses frozen slam three times during the shift, making each attack against a different target.	
MOVE ACTIONS	
Giant Stride • Recharge 4 5 6	
Effect: The erratic ice golem shifts 6 squares and can move through enemies' spaces during the shift.	
Str 19 (+14)	Dex 25 (+17)
Con 21 (+15)	Int 3 (+6)
	Wis 8 (+9)
	Cha 3 (+5)
Alignment unaligned	Languages -
Note: base creature Frost Giant Berserker, reflavored as a golem; <i>Monster Manual</i> 3.	

1 Ice golem	Level 21 Soldier
Large elemental animate (cold, construct)	XP 3,200
HP 198; Bloodied 99	Initiative +18
AC 37, Fortitude 35, Reflex 3, Will 31;	Perception +13
Speed 8 (ice walk)	
Resist 15 cold	
TRAITS	
Icerooted	
When an effect pushes, pulls, or slides the golem, it moves 2 squares fewer than the effect specifies. The golem can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
m Icy Stomp (cold) • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 3d10 + 13 cold damage, and the target is marked until the end of the ice golem's next turn.	
M Protective Strike • Encounter	
Effect: The golem uses icy stomp. On a hit, the attack does 10 extra cold damage, and one ally within 10 squares of the golem gains 25 temporary hit points.	
MINOR ACTIONS	
Defensive Stand • At-Will (1/round)	
Effect: Choose one enemy within 10 squares of the golem that is not marked by it. If that enemy moves adjacent to the golem before the end of the golem's next turn, the golem can use icy stomp against the enemy as a free action.	
Str 24 (+17)	Dex 22 (+16)
Con 22 (+16)	Int 3 (+6)
	Wis 8 (+9)
	Cha 3 (+6)
Alignment unaligned	Languages -
Note: base creature Frost Giant Shield Bearer, reflavored as a golem, removed <i>Coordinated Attack</i> ; <i>Monster Manual</i> 3.	

ENCOUNTER 6: ENTOMBED

TILE SETS NEEDED
DTMS: *The Dungeons* x2



F: frostclutch guardian, D: living daggers, E: erratic ice golem, I: ice golem; W: weakened golem
Balconies are directly over the statues, and iced over.

ENCOUNTER 7: FROZEN IN PLACE

FAST PLAY OPTIONS

Move quickly into the fight, even if *Fortress Alert* isn't active. Instead, give the PCs a surprise round as it becomes apparent that the ooze is becoming hostile.

Remove the Withering Grasp's insubstantial rest.

ENCOUNTER LEVEL 14/16/18/20/22

CREATURES

This encounter includes the following creatures at all Adventure Levels:

1 withering grasp (W)

1 ice crystal golem (C)

3 chillsparks (C)

SCALING THE ENCOUNTER

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

Four PCs: Remove one chillspark

Six PCs: Double the hit points of the withering grasp, give it an action point, and the ability to follow up a successful grasping tendril with an engulf.

SETUP

The PCs have wandered down into the storage area, either looking for the key or just looking around. As they wander about, they come across the decaying key (embedded in the ice crystal golem) and its guardians.

This level is a large series of storerooms. The decay and decline of the fortress is most visible here. Entire rooms are all but filled with ice, and the hallways are slippery with fresh ice.

Cloudy ice piles in the corners and cracks of the room.

The fire elementals do not often visit this area. The githyanki considered the storerooms to be boring and utilitarian; certainly not an area in which to spend time. The hive mind picked up on that distaste, and barely maintains the area with fire elemental slaves.

As the PCs explore the area, they eventually find the writhing grasp guardian floating through the area.

A githyanki corpse flows over the ice on the ground. At least, initially it seemed to be a gith corpse; as it moves, you can see it is an oozing stain that has roughly coalesced into a humanoid figure.

Dancing lights move around it, and sparkling images in the ice seem to follow it.

If *Fortress Alert* is active, combat begins immediately. Otherwise, PCs have a chance to observe.

The ooze radiates strong magic. Those who succeed in an Easy DC Arcana check recognize it as some sort of living spell. There are three other sources of magic, buried in the ice-banks along the corridor. This is the consciousness that is the ice crystal golem, as well as the chillsparks. A Passive Perception of 20 plus the ice crystal golem's Dexterity bonus is needed to notice a vaguely humanoid shape in the ice.

Until the PCs attack, the oozes slip across the ground, or through the ice and do not acknowledge the PCs presence.

When combat begins:

The flowing stain erupts as thick black tendrils lash out around it, grasping and crushing small blocks of ice.

Crystals in the nearby ice stir and begin to move; sparkling, crackling liquid forms emerge from the crystals and moves to attack.

Crystals of ice stumble and stutter across the floor, flowing together and piling up into large construction.

When the ice crystal golem is destroyed:

The ice golem fragments, and cracks race throughout its body. With a resounding crash, the golem explodes outward, sending jagged spurs of ice in every direction.

A badly decayed stone tablet, the size of a dinner plate and etched with arcane runes, floats idly where the creature's chest cavity once was.

FEATURES OF THE AREA

Cloud: The cloud of freezing ice blocks line of sight. Any creature that enters or starts its turn in the cloud takes 10 cold damage. A creature can take this damage only once per turn.

Creeping Ice: The areas of the map that appear to be pools are Creeping Ice. A creature that starts and ends its turn in a square of creeping ice takes 10 cold damage and is slowed until the end of its next turn. A Moderate DC Perception check notices the ice looks different, and then a Moderate DC Arcana check reveals the nature of the ice.

Icy Terrain: The areas of the map that are not rubble, pool, or statue are extremely slippery. Creatures must make a Moderate DC Acrobatics check to move more than half speed, and a Hard DC Acrobatics check to charge or run. Failing this check causes the target to

fall prone at the start of their movement and lose the move action.

Forced movement powers increase their distance by 1 square if the movement includes a square of Icy Terrain.

Rubble: The rubble areas are rough, broken ice that is normal movement.

Statue: The statues githyanki status, 3 squares high, which are blocking terrain. They can be scaled with a Moderate DC Athletics check.

TACTICS

If the *Fortress Alert* is active, the monsters coordinate their behavior in a very intelligent manner. If it's not, they tend to go after the last PC that damaged the ice crystal golem or the PC doing the most damage, but do not fight together in an organized way.

Both the withering grasp and the chillsparks have burst attacks that target creatures, not enemies. They don't try to target their allies, but also don't hold their attacks to spare their allies. All the oozes attempt to keep creatures away from the ice crystal golem, shifting their attack patterns to focus on those enemies attacking the golem.

The withering grasp moves to target the most PCs it can, and uses *lashing tentacles* to mark as many creatures as possible. When it has someone immobilized next to it, it uses *engulf* on that target.

The chillsparks teleport about the room and attack PCs that are alone or away from the withering grasp. They use *lightning leap* if it can target three or more creatures with the attack.

The ice crystal golem attacks PCs and their creatures at random, focusing only if it is marked.

ENDING THE ENCOUNTER

After this encounter, the PCs are free to continue exploring the fortress in Encounter 3.

MILESTONE

This encounter counts towards a milestone.

TREASURE

When the withering grasp dies, it leaves behind a *staff of withering* +3 (+4 at AL 16) that was also embedded in it.

ENCOUNTER 7: FROZEN IN PLACE (AL 12)

1 Withering Grasp	Level 13 Soldier
Large aberrant beast (blind, ooze)	XP 800
HP 132; Bloodied 66	Initiative +11
AC 33, Fortitude 31, Reflex 28, Will 28;	Perception +9
Speed 6, climb 6 (spider climb)	blindsight
Resist 10 cold, 10 fire, 10 necrotic	
TRAITS	
Ebon Clutch	
Enemies marked by the withering grasp are also immobilized as long as they are adjacent to the creature.	
Insubstantial Rest	
Until the start of its first action, a withering grasp is insubstantial.	
Tentacle Web • Aura 2	
Enemies treat squares within the aura as difficult terrain.	
STANDARD ACTIONS	
m Grasping Tentacle (necrotic) • At-Will	
Attack: Melee 2 (one creature); +18 vs. Reflex	
Hit: 4d8 + 3 necrotic damage, and the withering grasp pulls the target adjacent to it and marks it until the end of the grasp's next turn.	
M Engulf (necrotic) • At-Will	
Requirement: The grasp cannot have a creature engulfed	
Attack: Melee 1 (one medium or smaller creature); +18 vs. Reflex (automatically hits an immobilized creature)	
Hit: The grasp pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 10 necrotic damage. When the grab ends, the creature shifts to a square of its choice adjacent to the grasp. When the grasp moves, it can pull any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.	
C Lashing Tentacles (necrotic) • At-Will	
Attack: Close burst 2 (creatures in burst); +18 vs. Reflex	
Hit: 3d10 + 6 necrotic damage, and the target is pulled 1 square to an adjacent square and marks it until the end of the grasp's next turn.	
Skills Athletics +17, Stealth +14	
Str 23 (+14)	Dex 17 (+11)
Con 20 (+13)	Int 4 (+5)
	Wis 17 (+11)
	Cha 9 (+7)
Alignment unaligned	Languages -
Note: <i>Dungeon Magazine</i> 175.	

3 Chillsparks	Level 12 Skirmisher
Large aberrant beast (blind, ooze)	XP 700
HP 68; Bloodied 34	Initiative +15
AC 24, Fortitude 24, Reflex 25, Will 23;	Perception +11
Speed fly 8 (hover), teleport 6	
Resist 15 cold, 15 lightning; insubstantial	
STANDARD ACTIONS	
m Slam (cold) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: 3d8 + 4 cold damage, and the target is slowed until the end of the chillspark's next turn.	
r Lightning Strike (lightning) • At-Will	
Attack: Ranged 5 (one creature); +15 vs. Reflex	
Hit: 3d10 + 3 lightning damage	
M Engulf (lightning) • At-Will	
Requirement: The chillspark cannot have a creature engulfed.	
Attack: Melee 1 (one medium or smaller creature); +15 vs. Reflex (automatically hits an immobilized creature)	
Hit: The chillspark pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 15 lightning damage. When the grab ends, the creature shifts to a square of its choice adjacent to the grasp. When the chillspark moves without teleporting, it can pull any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.	
C Lightning Leap • Recharge 4 5 6	
Attack: Close burst 1 (creatures in burst); +15 vs. Reflex	
Hit: 4d6 + 6 lightning damage.	
Effect: The chillspark teleports 6 squares and then makes a secondary attack.	
Attack: +15 vs. Reflex	
Hit: 4d6 + 6 lightning damage	
Str 23 (+12)	Dex 25 (+13)
Con 20 (+11)	Int 5 (+3)
	Wis 20 (+11)
	Cha 12 (+7)
Alignment unaligned	Languages -
Note: <i>Dungeon Magazine</i> 175.	

1 Crystal Golem	Level 14 Elite Artillery
Medium natural animate (construct)	XP 2,000
HP 218; Bloodied 109	Initiative +19
AC 28, Fortitude 30, Reflex 28, Will 26;	Perception +6
Speed 6 (ice walk, can't shift)	Darkvision
Resist 10 cold	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Slash • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 2d6 + 4 damage, and ongoing 5 damage (save ends).	
R Piercing Shard • At-Will	
Attack: Ranged 10 (one creature); +21 vs. AC	
Hit: 2d6 + 4 damage, and ongoing 10 damage (save ends).	
R Shard Volley • Recharge 5 6	
Effect: The shard golem makes a piercing shard attack against each target within range.	
TRIGGERED ACTIONS	
Fractured Body • Recharge 5 6	
Trigger: An adjacent enemy hits the crystal golem with a melee attack.	
Effect (immediate reaction): The enemy takes ongoing 5 damage (save ends).	
C Death Burst • Encounter	
Trigger: The shard golem is reduced to 0 hit points.	
Attack (No action): Close burst 2; +19 vs. Reflex	
Hit: 2d6 damage, and ongoing 10 damage (save ends).	
Str 19 (+11)	Dex 14 (+9)
Con 18 (+11)	Int 3 (+3)
	Wis 8 (+6)
	Cha 3 (+3)
Alignment unaligned	Languages -
Note: added ice walk, cold resistance; <i>Dragon Magazine</i> 367.	

ENCOUNTER 7: FROZEN IN PLACE (AL 14)

1 Withering Grasp	Level 15 Soldier
Large aberrant beast (blind, ooze)	XP 1,200
HP 148; Bloodied 74	Initiative +12
AC 31, Fortitude 29, Reflex 26, Will 26;	Perception +10
Speed 6, climb 6 (spider climb)	blindsight
Resist 10 cold, 10 fire, 10 necrotic	
TRAITS	
Ebon Clutch	
Enemies marked by the withering grasp are also immobilized as long as they are adjacent to the creature.	
Insubstantial Rest	
Until the start of its first action, a withering grasp is insubstantial.	
Tentacle Web • Aura 2	
Enemies treat squares within the aura as difficult terrain.	
STANDARD ACTIONS	
m Grasping Tentacle (necrotic) • At-Will	
Attack: Melee 2 (one creature); +20 vs. Reflex	
Hit: 4d8 + 5 necrotic damage, and the withering grasp pulls the target adjacent to it and marks it until the end of the grasp's next turn.	
M Engulf (necrotic) • At-Will	
Requirement: The grasp cannot have a creature engulfed	
Attack: Melee 1 (one medium or smaller creature); +20 vs. Reflex (automatically hits an immobilized creature)	
Hit: The grasp pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 10 necrotic damage. When the grab ends, the creature shifts to a square of its choice adjacent to the grasp. When the grasp moves, it can pull any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.	
C Lashing Tentacles (necrotic) • At-Will	
Attack: Close burst 2 (creatures in burst); +20 vs. Reflex	
Hit: 3d10 + 8 necrotic damage, and the target is pulled 1 square to an adjacent square and marks it until the end of the grasp's next turn.	
Skills Athletics +18, Stealth +15	
Str 23 (+13) Dex 17 (+10) Wis 17 (+10)	
Con 20 (+12) Int 4 (+4) Cha 9 (+6)	
Alignment unaligned Languages -	
Note: <i>Dungeon Magazine</i> 175.	

3 Chillsparks	Level 14 Skirmisher
Large aberrant beast (blind, ooze)	XP 1,000
HP 84; Bloodied 42	Initiative +16
AC 26, Fortitude 26, Reflex 27, Will 25;	Perception +12
Speed fly 8 (hover), teleport 6	
Resist 15 cold, 15 lightning; insubstantial	
STANDARD ACTIONS	
m Slam (cold) • At-Will	
Attack: Melee 1 (one creature); +17 vs. Fortitude	
Hit: 3d8 + 6 cold damage, and the target is slowed until the end of the chillspark's next turn.	
r Lightning Strike (lightning) • At-Will	
Attack: Ranged 5 (one creature); +17 vs. Reflex	
Hit: 3d10 + 5 lightning damage	
M Engulf (lightning) • At-Will	
Requirement: The chillspark cannot have a creature engulfed.	
Attack: Melee 1 (one medium or smaller creature); +17 vs. Reflex (automatically hits an immobilized creature)	
Hit: The chillspark pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 15 lightning damage. When the grab ends, the creature shifts to a square of its choice adjacent to the grasp. When the chillspark moves without teleporting, it can pull any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.	
C Lightning Leap • Recharge 4 5 6	
Attack: Close burst 1 (creatures in burst); +17 vs. Reflex	
Hit: 4d6 + 8 lightning damage.	
Effect: The chillspark teleports 6 squares and then makes a secondary attack.	
Attack: +17 vs. Reflex	
Hit: 4d6 + 8 lightning damage	
Str 23 (+13) Dex 25 (+14) Wis 20 (+12)	
Con 20 (+12) Int 5 (+4) Cha 12 (+8)	
Alignment unaligned Languages -	
Note: <i>Dungeon Magazine</i> 175.	

1 Crystal Golem	Level 16 Elite Artillery
Medium natural animate (construct)	XP 2,800
HP 242; Bloodied 121	Initiative +10
AC 30, Fortitude 32, Reflex 30, Will 28;	Perception +7
Speed 6 (ice walk, can't shift)	Darkvision
Resist 10 cold	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Slash • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 2d6 + 6 damage, and ongoing 5 damage (save ends).	
R Piercing Shard • At-Will	
Attack: Ranged 10 (one creature); +23 vs. AC	
Hit: 2d6 + 6 damage, and ongoing 10 damage (save ends).	
R Shard Volley • Recharge 5 6	
Effect: The shard golem makes a piercing shard attack against each target within range.	
TRIGGERED ACTIONS	
Fractured Body • Recharge 5 6	
Trigger: An adjacent enemy hits the crystal golem with a melee attack.	
Effect (immediate reaction): The enemy takes ongoing 5 damage (save ends).	
C Death Burst • Encounter	
Trigger: The shard golem is reduced to 0 hit points.	
Attack (No action): Close burst 2; +21 vs. Reflex	
Hit: 2d6 + 2 damage, and ongoing 10 damage (save ends).	
Str 19 (+12)	Dex 14 (+10)
Con 18 (+12)	Int 3 (+4)
	Wis 8 (+7)
	Cha 3 (+4)
Alignment unaligned	Languages -
Note: added ice walk, cold resistance; <i>Dragon Magazine</i> 367.	

ENCOUNTER 7: FROZEN IN PLACE (AL 16)

1 Withering Grasp	Level 17 Soldier
Large aberrant beast (blind, ooze)	XP 1,600
HP 164; Bloodied 82	Initiative +13
AC 33, Fortitude 31, Reflex 28, Will 28;	Perception +11
Speed 6, climb 6 (spider climb)	blindsight
Resist 10 cold, 10 fire, 10 necrotic	
TRAITS	
Ebon Clutch	
Enemies marked by the withering grasp are also immobilized as long as they are adjacent to the creature.	
Insubstantial Rest	
Until the start of its first action, a withering grasp is insubstantial.	
Tentacle Web • Aura 2	
Enemies treat squares within the aura as difficult terrain.	
STANDARD ACTIONS	
m Grasping Tentacle (necrotic) • At-Will	
Attack: Melee 2 (one creature); +22 vs. Reflex	
Hit: 4d8 + 7 necrotic damage, and the withering grasp pulls the target adjacent to it and marks it until the end of the grasp's next turn.	
M Engulf (necrotic) • At-Will	
Requirement: The grasp cannot have a creature engulfed	
Attack: Melee 1 (one medium or smaller creature); +22 vs. Reflex (automatically hits an immobilized creature)	
Hit: The grasp pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 10 necrotic damage. When the grab ends, the creature shifts to a square of its choice adjacent to the grasp. When the grasp moves, it can pull any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.	
C Lashing Tentacles (necrotic) • At-Will	
Attack: Close burst 2 (creatures in burst); +22 vs. Reflex	
Hit: 3d10 + 10 necrotic damage, and the target is pulled 1 square to an adjacent square and marks it until the end of the grasp's next turn.	
Skills Athletics +19, Stealth +16	
Str 23 (+14) Dex 17 (+11) Wis 17 (+11)	
Con 20 (+13) Int 4 (+5) Cha 9 (+7)	
Alignment unaligned Languages -	
Note: <i>Dungeon Magazine 175.</i>	

3 Chillsparks	Level 16 Skirmisher
Large aberrant beast (blind, ooze)	XP 1,400
HP 100; Bloodied 50	Initiative +17
AC 28, Fortitude 28, Reflex 29, Will 27;	Perception +13
Speed fly 8 (hover), teleport 6	
Resist 15 cold, 15 lightning; insubstantial	
STANDARD ACTIONS	
m Slam (cold) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: 3d8 + 8 cold damage, and the target is slowed until the end of the chillspark's next turn.	
r Lightning Strike (lightning) • At-Will	
Attack: Ranged 5 (one creature); +19 vs. Reflex	
Hit: 3d10 + 7 lightning damage	
M Engulf (lightning) • At-Will	
Requirement: The chillspark cannot have a creature engulfed.	
Attack: Melee 1 (one medium or smaller creature); +19 vs. Reflex (automatically hits an immobilized creature)	
Hit: The chillspark pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 15 lightning damage. When the grab ends, the creature shifts to a square of its choice adjacent to the grasp. When the chillspark moves without teleporting, it can pull any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.	
C Lightning Leap • Recharge 4 5 6	
Attack: Close burst 1 (creatures in burst); +19 vs. Reflex	
Hit: 4d6 + 10 lightning damage.	
Effect: The chillspark teleports 6 squares and then makes a secondary attack.	
Attack: +19 vs. Reflex	
Hit: 4d6 + 10 lightning damage	
Str 23 (+14) Dex 25 (+15) Wis 20 (+13)	
Con 20 (+13) Int 5 (+5) Cha 12 (+9)	
Alignment unaligned Languages -	
Note: <i>Dungeon Magazine 175.</i>	

1 Crystal Golem		Level 18 Elite Artillery
Medium natural animate (construct)		XP 4,000
HP 264; Bloodied 132		Initiative +11
AC 32, Fortitude 34, Reflex 32, Will 30;		Perception +8
Speed 6 (ice walk, can't shift)		Darkvision
Resist 10 cold		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Slash • At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 2d6 + 8 damage, and ongoing 5 damage (save ends).		
R Piercing Shard • At-Will		
Attack: Ranged 10 (one creature); +25 vs. AC		
Hit: 2d6 + 8 damage, and ongoing 10 damage (save ends).		
R Shard Volley • Recharge 5 6		
Effect: The shard golem makes a piercing shard attack against each target within range.		
TRIGGERED ACTIONS		
Fractured Body • Recharge 5 6		
Trigger: An adjacent enemy hits the crystal golem with a melee attack.		
Effect (immediate reaction): The enemy takes ongoing 5 damage (save ends).		
C Death Burst • Encounter		
Trigger: The shard golem is reduced to 0 hit points.		
Attack (No action): Close burst 2; +23 vs. Reflex		
Hit: 3d6 + 1 damage, and ongoing 10 damage (save ends).		
Str 19 (+13)	Dex 14 (+11)	Wis 8 (+8)
Con 18 (+13)	Int 3 (+5)	Cha 3 (+5)
Alignment unaligned Languages -		
Note: added ice walk, cold resistance; <i>Dragon Magazine</i> 367.		

ENCOUNTER 7: FROZEN IN PLACE (AL 18)

1 Withering Grasp	Level 19 Soldier
Large aberrant beast (blind, ooze)	XP 2,400
HP 180; Bloodied 90	Initiative +14
AC 35, Fortitude 33, Reflex 30, Will 30;	Perception +12
Speed 6, climb 6 (spider climb)	blindsight
Resist 10 cold, 10 fire, 10 necrotic	
TRAITS	
Ebon Clutch	
Enemies marked by the withering grasp are also immobilized as long as they are adjacent to the creature.	
Insubstantial Rest	
Until the start of its first action, a withering grasp is insubstantial.	
Tentacle Web • Aura 2	
Enemies treat squares within the aura as difficult terrain.	
STANDARD ACTIONS	
m Grasping Tentacle (necrotic) • At-Will	
Attack: Melee 2 (one creature); +24 vs. Reflex	
Hit: 4d8 + 9 necrotic damage, and the withering grasp pulls the target adjacent to it and marks it until the end of the grasp's next turn.	
M Engulf (necrotic) • At-Will	
Requirement: The grasp cannot have a creature engulfed	
Attack: Melee 1 (one medium or smaller creature); +24 vs. Reflex (automatically hits an immobilized creature)	
Hit: The grasp pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 10 necrotic damage. When the grab ends, the creature shifts to a square of its choice adjacent to the grasp. When the grasp moves, it can pull any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.	
C Lashing Tentacles (necrotic) • At-Will	
Attack: Close burst 2 (creatures in burst); +24 vs. Reflex	
Hit: 3d10 + 12 necrotic damage, and the target is pulled 1 square to an adjacent square and marks it until the end of the grasp's next turn.	
Skills Athletics +20, Stealth +17	
Str 23 (+15)	Dex 17 (+12)
Con 20 (+14)	Int 4 (+6)
	Cha 9 (+8)
Alignment unaligned	Languages -
Note: <i>Dungeon Magazine</i> 175.	

3 Chillsparks	Level 18 Skirmisher
Large aberrant beast (blind, ooze)	XP 2,000
HP 116; Bloodied 58	Initiative +18
AC 30, Fortitude 30, Reflex 31, Will 29;	Perception +14
Speed fly 8 (hover), teleport 6	
Resist 15 cold, 15 lightning; insubstantial	
STANDARD ACTIONS	
m Slam (cold) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Fortitude	
Hit: 3d8 + 10 cold damage, and the target is slowed until the end of the chillspark's next turn.	
r Lightning Strike (lightning) • At-Will	
Attack: Ranged 5 (one creature); +21 vs. Reflex	
Hit: 3d10 + 9 lightning damage	
M Engulf (lightning) • At-Will	
Requirement: The chillspark cannot have a creature engulfed.	
Attack: Melee 1 (one medium or smaller creature); +21 vs. Reflex (automatically hits an immobilized creature)	
Hit: The chillspark pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 15 lightning damage. When the grab ends, the creature shifts to a square of its choice adjacent to the grasp. When the chillspark moves without teleporting, it can pull any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.	
C Lightning Leap • Recharge 4 5 6	
Attack: Close burst 1 (creatures in burst); +21 vs. Reflex	
Hit: 4d6 + 12 lightning damage.	
Effect: The chillspark teleports 6 squares and then makes a secondary attack.	
Attack: +21 vs. Reflex	
Hit: 4d6 + 12 lightning damage	
Str 23 (+15)	Dex 25 (+16)
Con 20 (+14)	Int 5 (+6)
	Cha 12 (+10)
Alignment unaligned	Languages -
Note: <i>Dungeon Magazine</i> 175.	

1 Crystal Golem		Level 20 Elite Artillery
Medium natural animate (construct)		XP 5,600
HP 288; Bloodied 144		Initiative +12
AC 34, Fortitude 36, Reflex 34, Will 32;		Perception +9
Speed 6 (ice walk, can't shift)		Darkvision
Resist 10 cold		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Slash • At-Will		
Attack: Melee 2 (one creature); +27 vs. AC		
Hit: 2d6 + 10 damage, and ongoing 5 damage (save ends).		
R Piercing Shard • At-Will		
Attack: Ranged 10 (one creature); +27 vs. AC		
Hit: 2d6 + 10 damage, and ongoing 10 damage (save ends).		
R Shard Volley • Recharge 5 6		
Effect: The shard golem makes a piercing shard attack against each target within range.		
TRIGGERED ACTIONS		
Fractured Body • Recharge 5 6		
Trigger: An adjacent enemy hits the crystal golem with a melee attack.		
Effect (immediate reaction): The enemy takes ongoing 5 damage (save ends).		
C Death Burst • Encounter		
Trigger: The shard golem is reduced to 0 hit points.		
Attack (No action): Close burst 2; +25 vs. Reflex		
Hit: 3d6 + 3 damage, and ongoing 10 damage (save ends).		
Str 19 (+14)	Dex 14 (+12)	Wis 8 (+9)
Con 18 (+14)	Int 3 (+6)	Cha 3 (+6)
Alignment unaligned Languages -		
Note: added ice walk, cold resistance; <i>Dragon Magazine</i> 367.		

ENCOUNTER 7: FROZEN IN PLACE (AL 20)

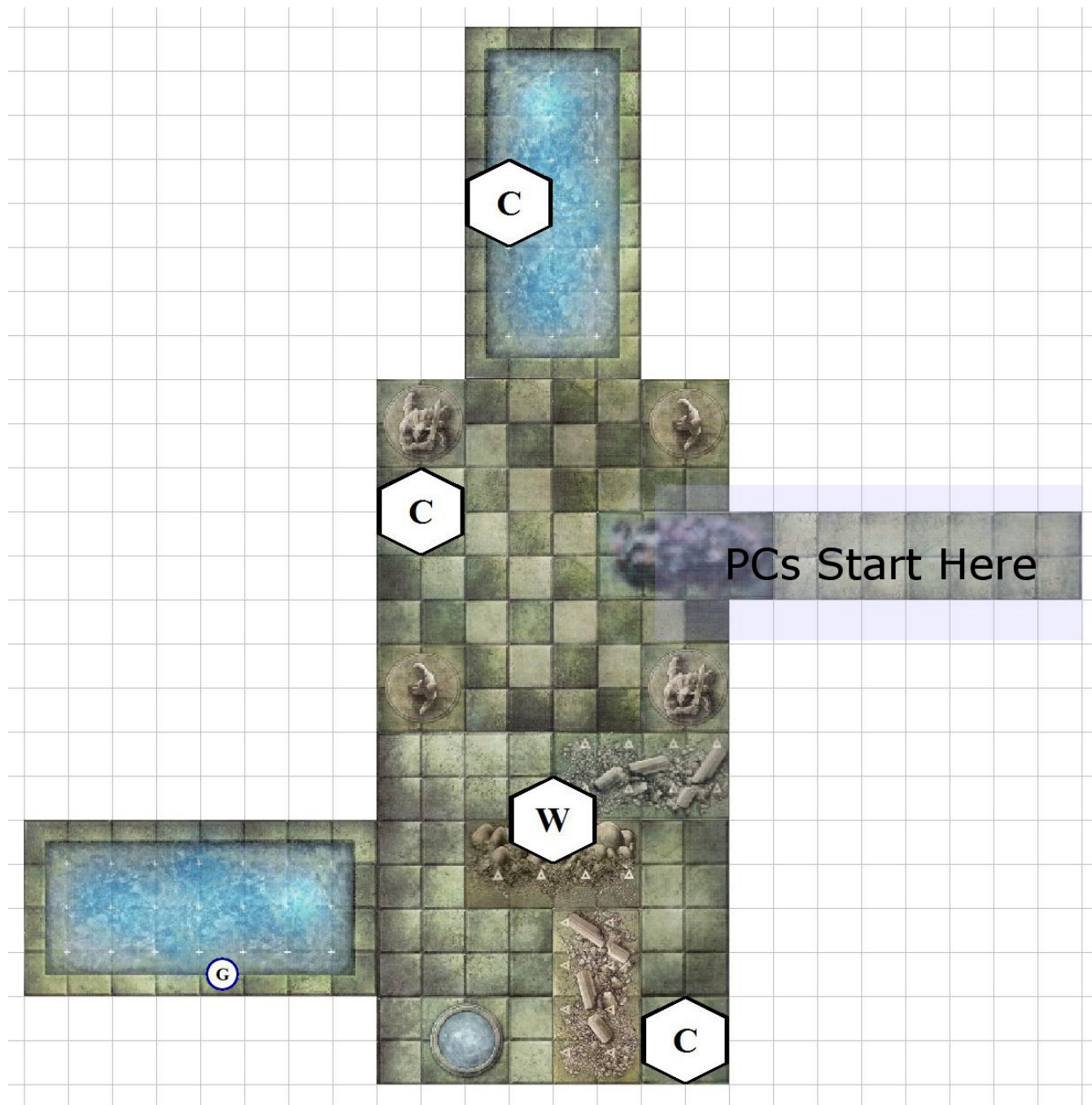
1 Withering Grasp	Level 21 Soldier
Large aberrant beast (blind, ooze)	XP 3,200
HP 196; Bloodied 98	Initiative +15
AC 37, Fortitude 35, Reflex 32, Will 32;	Perception +13
Speed 6, climb 6 (spider climb)	blindsight
Resist 15 cold, 15 fire, 15 necrotic	
TRAITS	
Ebon Clutch	
Enemies marked by the withering grasp are also immobilized as long as they are adjacent to the creature.	
Insubstantial Rest	
Until the start of its first action, a withering grasp is insubstantial.	
Tentacle Web • Aura 2	
Enemies treat squares within the aura as difficult terrain.	
STANDARD ACTIONS	
m Grasping Tentacle (necrotic) • At-Will	
Attack: Melee 2 (one creature); +26 vs. Reflex	
Hit: 4d8 + 11 necrotic damage, and the withering grasp pulls the target adjacent to it and marks it until the end of the grasp's next turn.	
M Engulf (necrotic) • At-Will	
Requirement: The grasp cannot have a creature engulfed	
Attack: Melee 1 (one medium or smaller creature); +26 vs. Reflex (automatically hits an immobilized creature)	
Hit: The grasp pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 15 necrotic damage. When the grab ends, the creature shifts to a square of its choice adjacent to the grasp. When the grasp moves, it can pull any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.	
C Lashing Tentacles (necrotic) • At-Will	
Attack: Close burst 2 (creatures in burst); +26 vs. Reflex	
Hit: 3d10 + 14 necrotic damage, and the target is pulled 1 square to an adjacent square and marks it until the end of the grasp's next turn.	
Skills Athletics +21, Stealth +18	
Str 23 (+16) Dex 17 (+13) Wis 17 (+13)	
Con 20 (+15) Int 4 (+7) Cha 9 (+9)	
Alignment unaligned Languages -	
Note: <i>Dungeon Magazine</i> 175.	

3 Chillsparks	Level 20 Skirmisher
Large aberrant beast (blind, ooze)	XP 2,800
HP 132; Bloodied 66	Initiative +19
AC 32, Fortitude 32, Reflex 33, Will 31;	Perception +15
Speed fly 8 (hover), teleport 6	
Resist 15 cold, 15 lightning; insubstantial	
STANDARD ACTIONS	
m Slam (cold) • At-Will	
Attack: Melee 1 (one creature); +23 vs. Fortitude	
Hit: 3d8 + 12 cold damage, and the target is slowed until the end of the chillspark's next turn.	
r Lightning Strike (lightning) • At-Will	
Attack: Ranged 5 (one creature); +23 vs. Reflex	
Hit: 3d10 + 11 lightning damage	
M Engulf (lightning) • At-Will	
Requirement: The chillspark cannot have a creature engulfed.	
Attack: Melee 1 (one medium or smaller creature); +23 vs. Reflex (automatically hits an immobilized creature)	
Hit: The chillspark pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 15 lightning damage. When the grab ends, the creature shifts to a square of its choice adjacent to the grasp. When the chillspark moves without teleporting, it can pull any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.	
C Lightning Leap • Recharge 4 5 6	
Attack: Close burst 1 (creatures in burst); +23 vs. Reflex	
Hit: 4d6 + 14 lightning damage.	
Effect: The chillspark teleports 6 squares and then makes a secondary attack.	
Attack: +23 vs. Reflex	
Hit: 4d6 + 14 lightning damage	
Str 23 (+16) Dex 25 (+17) Wis 20 (+15)	
Con 20 (+15) Int 5 (+7) Cha 12 (+11)	
Alignment unaligned Languages -	
Note: <i>Dungeon Magazine</i> 175.	

1 Crystal Golem	Level 22 Elite Artillery
Medium natural animate (construct)	XP 8,300
HP 288; Bloodied 144	Initiative +13
AC 36, Fortitude 38, Reflex 36, Will 34;	Perception +10
Speed 6 (ice walk, can't shift)	Darkvision
Resist 15 cold	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Slash • At-Will	
Attack: Melee 2 (one creature); +29 vs. AC	
Hit: 2d6 + 12 damage, and ongoing 10 damage (save ends).	
R Piercing Shard • At-Will	
Attack: Ranged 10 (one creature); +29 vs. AC	
Hit: 2d6 + 12 damage, and ongoing 15 damage (save ends).	
R Shard Volley • Recharge 5 6	
Effect: The shard golem makes a piercing shard attack against each target within range.	
TRIGGERED ACTIONS	
Fractured Body • Recharge 5 6	
Trigger: An adjacent enemy hits the crystal golem with a melee attack.	
Effect (immediate reaction): The enemy takes ongoing 10 damage (save ends).	
C Death Burst • Encounter	
Trigger: The shard golem is reduced to 0 hit points.	
Attack (No action): Close burst 2; +27 vs. Reflex	
Hit: 3d6 + 5 damage, and ongoing 15 damage (save ends).	
Str 19 (+15)	Dex 14 (+13)
Con 18 (+15)	Int 3 (+7)
	Wis 8 (+10)
	Cha 3 (+7)
Alignment unaligned	Languages -
Note: added ice walk, cold resistance; <i>Dragon Magazine</i> 367.	

ENCOUNTER 7: FROZEN IN PLACE

TILE SETS NEEDED
DTMS: The Dungeon x2



G: crystal golem, W: withering grasp, C: chillspark

ENCOUNTER 8: THE VAULTS

FAST PLAY OPTIONS

If you are concerned about time, consider the following change: Perdition will be released when the fortress fails. He encourages the PCs to free the fire elementals (which in turn will free him) and suggests that winning over the elementals could help protect them from the cold.

Once the fortress is failing, he's free with information for the PCs, because he wants to ruin Seric's thefts of the items.

The encounter begins as the party enters the vault area. The vault area is kept free of the Obelisk's ice by Perdition, a bound demon, whose deepest desire is to get the PCs to let it out of its bindings.

Descending down the passage brings you into a large open chamber. The room is roughly spherical, about a hundred feet in diameter. It's almost warm, unpleasantly so, after the freezing temperatures of the rest of the fortress.

Four evenly spaced circular corridors would leave the chamber; three are covered in a nearly transparent slick of ice and the fourth is filled with ice-strewn rubble.

A vision of githyanki putting a ship's large figurehead into one vault disappears after a moment.

The center of the room is dominated by a pillar of ice. A brass disc tops the pillar, and a creature of fire rests atop it. Runes and words, written in bronze, decorate the column of ice.

The githyanki bound the creature – an immolith seeker named Perdition – after a lot of preparation and ground work to keep this area clear. They didn't want the fire elementals here, because they might damage the vaults.

Unfortunately, having an undead fire demon near a semi-intelligent hive mind proved to be a poor decision; Perdition is responsible for the hive mind going crazy.

PERDITION – IMMOLITH SEEKER

Perdition is an immolith, an undead demon created by an amalgamation of spirits of demons. It resembles a wingless wyrm made entirely of fire, except its face, a pitch black demonic mask and its multiple claws, both of which are made from obsidian.

Perdition has been trapped here since shortly after the citadel was created. Seric's efforts to imprison the demon were only successful due to the discovery of Perdition's true name.

Perdition will talk to the PCs as soon as he knows they are there; if *Fortress Alert* was active even briefly, he's expecting someone and PCs need to make a DC 40 Stealth check to avoid his notice.

The only physical part of him that can cross the boundaries of the brass ring is his heat. The rest of him is bound inside it, to his great frustration.

The following skills may be helpful for the PCs:

Arcana DC 22

The creature is an immolith, an undead fire demon.

Arcana DC 30

This is a very, very dangerous variation on an immolith called an immolith seeker; an immolith that has evolved to be even more powerful.

Immoliths give off so much heat that anyone adjacent to them takes fire damage, and they can strip away fire resistance from their targets.

Insight DC 40

Perdition is a fluid liar, and it takes an extremely hard Insight check to tell if he is telling the truth or spinning fiction. The same insight check is necessary to infer his motives.

DM's notes: Given his frequent and, frankly absurd, claims, PCs should be skeptical and likely disbelieve any of Perdition's claims. The DC 40 check simply allows a PC to tell truth from fiction.

The runes and words in bronze relay the following information in Common:

This demon calls itself Perdition. Its heat keeps the vault area clear of ice. Do not listen to anything it says. Do not tell it anything about yourself. Do not make it any promises, and do not expect it to honor any of its own.

Perdition tries to engage the PCs in conversation. His goal is to get the PCs to break the binding holding him here. He's also curious about the PCs, because he's been deprived of intelligent conversation for so long. His only entertainment has been torturing the Hive Mind.

Perdition is an inveterate and highly skilled liar. He easily moves between lies about what's happening and the truth. He will tell them some truth about the fortress and mix in several lies – especially if the lies might frustrate the PCs' goals or anger them enough to attack him.

If a PC makes an attack against Perdition, the target defense is 38. Either way, after the attack is resolved, the summoning that bound him here is dissolved and Perdition returns to the Abyss.

Perdition makes many claims and statements (and any others that might anger the PCs) in response to PC questions. He delights in telling people lies and truth mixed together and seeing them struggle to tell the difference. Even patently ridiculous claims he deliver without a change in expression.

- If the PCs reveal anything about their previous setbacks or tragic backstories, Perdition claims responsibility for it.
- Perdition carved the citadel out himself, for the joy of defiling an eternal fixture of chaos. (False)
- He provided advice and guidance to Seric, which lead to his attempted coup d'état. (True)
- Seric bound him here with treachery. (True)
- The vaults are powered by the souls of forsaken children. (False)
- Breaking the ice to get into the vaults is perfectly fine. (False)
- You need keys for the different doors. There's two in fortress. (True)
- Let him out, and he'll give you another one, that he stole from Seric. (False)
- He drove the hive mind insane because it was funny and he was bored. (True)
- The fire elementals don't clean this area because they are scared of him. (True)
- He helped Shar convince Cyric to kill Mystra. (False)
- He used to date the Spellplague, before it got famous and stopped talking to him. (False)
- Before he was embraced by the abyss, he was an archon of Kossuth. (False)
- He served as an advisor to Memnon before he was imprisoned in the Calimemnon Crystal, the first time. (True)

THE VAULTS

The vaults are massive ice blocks, formed by a powerful githyanki caster to take advantage of the Obelisk's properties.

When sealed shut, the ice phased in and around the items in the vault. Attempts to break into the vault will cause the phased ice to fracture and destroy the contained items. The consequences become apparent to the PCs before they have ruined the important items in the vault. PCs that have encountered the phased ice around Taalee will recognize the same problem. Destroying the ice, destroys anything inside it.

At the entrance to each vault is a depression about the size of a dinner plate. The size matches the keys and this is where the key runes found in Encounters 6 and 7 can be placed.

Next to impression is a sheet of a blue crystal, about a square foot in size. A PC touching this crystal gets a telepathic listing of the items stored in the vault.

OPENING A VAULT

PCs can open a vault by placing one of the rune keys into the depression.

As the rune slides into the depression, magic lines flow from it into the wall. The ice filling the vault and its entrance turns into a slight mist before dissipating.

As the energy rushes about, there is a loud crack as the rune breaks - at first down the center, and then the entire thing crumbles to dust.

The keys are broken when used. There is no magic within the PCs abilities that can repair or sustain the keys.

For convenience, the vaults are described with cardinal directions, but there really isn't a North in this area.

The following skills may be useful:

Arcana [Easy DC] (requires at least one key)

The keys resonate near the vaults.

Arcana [Moderate DC] (trained only)

The vaults are magically sealed. Ice is phased into everything, and physical force or fire won't safely open the vault. The sapphire crystal sheets are magical as well.

Insight [Easy DC]

Since the ice is hard to see through, the crystal sheets might be useful.

DM Note: The "Contents" entry under each vault is mentally transmitted to any being that touches the crystal.

Perception [Hard DC]

The PC is able to see the major items of interest in each vault. The DM should describe the general shape of the items without being specific.

Thievery [Moderate DC]

The vault's magic is too complicated to simply open with thievery. It would take days of work to maybe break in, and that's still very risky. Failure would likely destroy the contents of the vault.

EAST VAULT

Contents: *This vault contains assorted treasures and resources used as trade goods in the Eternal Market.*

This vault is crumbled. During the githyanki's abandonment of the fortress, one of the greedier members tried to raid the vaults. Without a key, he used physical force to crack the ice. This caused the entire vault to crumble into ice shards.

PCs picking through the ruins of the vault can see that there were a lot of weapons, and a few nice pieces of art, in the vault. Now, they are in many pieces, split through with ice, and unsalvageable.

NORTH VAULT

Contents: *This vault contains items taken from Mariss Bez's workshop - research notes, arcane tools, and an unfinished magical figurehead.*

PCs opening this vault discover the research notes that Ianthe Bez is looking for. The research notes and figurehead are quite large, and might make it difficult for PCs to explore afterward if they plan to carry it with them.

WEST VAULT

Contents: *This vault contains the family bow of House Randred for Halruaa. Assorted other items include family jewelry, shipment records, and lineage notes.*

Kurkar Randred's bow is in this vault. If the PCs want his aid, they must retrieve it in one piece. The bow is intelligent, but only acts as a +4 bow in the hands of a PC. The bow refers to itself as *Lifeseeker* and consents to be taken if the PCs promise that it is to be returned to its true owner.

SOUTH VAULT

Contents: *This vault contains the warchest of Seric Vargenos.*

Seric stashed a small hoard of money and magic items here, while making plans with the gith in the Astral Sea. Sadly for him, he died before he was able to use these items.

If PCs open this vault, they'll get SPEC72 from the contained resources.

ENDING THE ENCOUNTER

The encounter ends when the PCs leave the room, with or without their treasures.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

There is a lot of treasure to be found in the southern vault. PCs can earn SPEC72 if they forsook their mission and lined their own pockets by opening the South Vault.

CONCLUDING THE ADVENTURE

The PCs do not have time to explore the confines of the fortress once the vaults have been looted (and the elementals possibly freed). The pillar moves once more to reclaim what was lost to the githyanki outpost. The PCs must get back to their ship and return to Suzail as soon as possible.

PCs can use a *linked portal* ritual to get back to the *Lamassu*, or steal a ship, or use the provided skiff. While it might be damaging, it's not going to be too difficult to escape.

RETURNING TO SUZAIL

The trip back to Suzail is fairly simple. Perun Stormstrider, or a PC ritual caster, can cast *Plane Shift* from a scroll provided by Taliss Muirwood for this very purpose.

On their way back, PCs can rest and decide what to do with Taalee, if they rescued her petrified body.

COMPLETING THE CAPTAINS' TASKS

Now that the PCs are back in Suzail, the captains want to know that their tasks have been completed. Those whose tasks were not completed do not agree to the assault on Netheril.

CAPTAIN JORRZ ERROWD

If the PCs give Taalee to Jorrz (either in stone or flesh form):

"The whispers of the future said I could trust you, but Taalee made it difficult to know just how. Thank you for all that you have done for the five companies and most especially me. I, and the Shield of Savras, will aid Cormyr in their assault."

If the PCs did not retrieve Taalee, or gave her to Captain Yargo:

"My vision must have been truly clouded if I thought that I could trust you. I cannot, in good conscious, put my ship and crew in harm's way for this cause. You will need to look somewhere else for help in this assault."

CAPTAIN BEARN HEARTHAMMER

If the PCs return the stolen items to at least two of the captains:

"I'll be honest with you - I didn't think you would succeed. It pleases me that you did. Now I'll get back to a real job instead of playing at this captain charade. You have my voice when it comes to the other captains, though I am not sure what use that will be to you."

If the PCs were unable to complete two captain's tasks:

"I'm sorry, friends. You gave it your best, but I doubt this effort is going to get off the ground. I doubt that Company Flurrig will sail against Netheril."

CAPTAIN KURKAR RANDRED

If the PCs recovered the Randred family bow:

"You did as you promised and that's good enough for me. I will keep my promise and so my ship will aid Cormyr in their assault."

If the PCs did not retrieve the Randred family bow:

"This is quite the disappointment. Obviously I put my faith in the wrong people."

CAPTAIN SHIL YARGO

If the PCs give the petrified Taalee to Shil:

"A deal is a deal and I almost always keep my word. Who knows? There could be some gold to be made in the whole endeavor. The Netherese won't miss a few baubles when they're distracted."

If the PCs do not give Taalee to Shil, or used *remove affliction* to restore her:

"I really shouldn't have expected all that much more from the likes of you. Errowd spun some sad story for you? Well you can see how strong he is in battle. I have no desire to put the Buccaneer's tear in the crosshairs of destruction."

CAPTAIN IANTHE BEZ

If the PCs recovered Mariss Bez's notes and incomplete figure head:

"I was unsure if I could trust you to understand the importance of Captain Bez's work. I am glad that you made a point to prove me wrong. Thank you for returning the prototype to me. The Storm of Vengeance will fly under Cormyr's banner."

If the PCs did not recover the notes:

"What more should I have expected after the way Captain Bez was left to die. Cormyr will have to find someone else to fly with them on their fool's errand."

MEETING TALISS MUIRWOOD

If the PCs seek out Taliss Muirwood or members of the allied nations for advice in which Captains to support (between Shil Yargo and Jorrz Errowd), Captain Errowd has a better reputation. Still, whomever the PCs contact

abstains from an official recommendation to avoid fractures within the alliance.

Once the PCs have obtained the loyalty of three captains:

“Well done adventurers,” Taliss says with a small smile. “While it’s a shame we could not get more of the Captains to agree with our efforts, but we have our fleet for the upcoming campaign.”

If the PCs failed to obtain the loyalty of three captains:

“Well,” Taliss says, “you did what you could. We’ll have to do what we can with our current allies.”

STORY AWARDS

If the PCs survived, they earned **SPEC71 Skyship Fleet** and Bearn Hearthhammer’s allegiance. They earned the allegiance of those captains whose tasks they completed, as well.

If the PCs looted Seric’s vault rather than complete one of the Captains’ goals, they get **SPEC72 Recovered Artifact**.

If the PCs earned the aid of the fire elementals in encounter 4 (succeeding on the skill challenge and not threatening the fire elementals), they earn **SPEC73 Fiery Friend**.

TREASURE

If the PCs delivered the retrieved items to the captains then they are rewarded by the representatives of Cormyr. They receive gold for the adventure equal to 1600/2750/5500/11000/16500. The captains that received their lost treasures are also grateful. They offer the PCs use of a powerful item in the conflicts to come.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

Note that while there are entries for all five captains, it is expected that the PCs can only earn the allegiance of at most three of them. Further, if the PCs took the greedy option in Encounter 8, then they will likely lose XP.

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP

Earn Captain Bez's allegiance: +140 XP
Earn Captain Errowd's allegiance: +140 XP
Earn Captain Hearthhammer's allegiance: +140 XP
Earn Captain Randred's allegiance: +140 XP
Earn Captain Yargo's allegiance: +140 XP
Earned the allegiance of three captains: +700 XP

Maximum Possible XP: 2400 XP

Base Gold per PC: 1600 gp

Conclusion

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP

Earn Captain Bez's allegiance: +200 XP
Earn Captain Errowd's allegiance: +200 XP
Earn Captain Hearthhammer's allegiance: +200 XP
Earn Captain Randred's allegiance: +200 XP
Earn Captain Yargo's allegiance: +200 XP
Earned the allegiance of three captains: +1000 XP

Maximum Possible XP: 3400 XP

Base Gold per PC: 2750 gp

Conclusion

ADVENTURE LEVEL 16

Minimum Possible XP: 2510 XP per PC

Earn Captain Bez's allegiance: +280 XP
Earn Captain Errowd's allegiance: +280 XP
Earn Captain Hearthhammer's allegiance: +280 XP
Earn Captain Randred's allegiance: +280 XP
Earn Captain Yargo's allegiance: +280 XP
Earned the allegiance of three captains: +1400 XP

Maximum Possible XP: 4750 XP per PC

Base Gold per PC: 5500 gp

Conclusion

ADVENTURE LEVEL 18

Minimum Possible XP: 3600 XP

Earn Captain Bez's allegiance: +400 XP
Earn Captain Errowd's allegiance: +400 XP
Earn Captain Hearthhammer's allegiance: +400 XP
Earn Captain Randred's allegiance: +400 XP
Earn Captain Yargo's allegiance: +400 XP
Earned the allegiance of three captains: +2000 XP

Maximum Possible XP: 6800 XP

Base Gold per PC: 11000 gp

Conclusion

ADVENTURE LEVEL 20

Minimum Possible XP: 5020 XP

Earn Captain Bez's allegiance: +560 XP
Earn Captain Errowd's allegiance: +560 XP
Earn Captain Hearthhammer's allegiance: +560 XP
Earn Captain Randred's allegiance: +560 XP
Earn Captain Yargo's allegiance: +560 XP
Earned the allegiance of three captains: +2800 XP

Maximum Possible XP: 9500 XP

Gold per PC: 16500 gp

Conclusion

TREASURE

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

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: +3 *greater dancing weapon* (+4 at AL 18; *Mordenkainen’s Magnificent Emporium*)
Found in Encounter 6

Treasure B: +3 *chronicle of the dawn war* (+4 at AL 16; *Heroes of the Elemental Chaos*)
Found in Encounter 5

Treasure C: +3 *wintersnap armor* (+4 at AL 16; *Mordenkainen’s Magnificent Emporium*)
Found in Encounter 3

Treasure D: +3 *staff of the lich* (+4 at AL 16; *Dragon Annual*)
Found in Encounter 7

ALL ALs:

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player’s choice. This item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character’s level + 2 or less, or an Uncommon magic item of the character’s level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 12: *bead of force* (level 15) plus 200 gp

AL 14: *bead of force* (level 15) plus 950 gp

AL 16: 2x *bead of force* (level 15) plus 1900 gp

AL 18: *bead of force* (level 20) plus 3000 gp

AL 20: 2x *bead of force* (level 20) plus 3000 gp

Treasure Z (More Gold): The character finds or is given coins, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 12: 1000 gp

AL 14: 1750 gp

AL 16: 3500 gp

AL 18: 7000 gp

AL 20: 11000 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their Story Awards.

If the PCs survived, they earned **SPEC71 Skyship Fleet** and Bearn Hearthhammer's allegiance. They earned the allegiance of those captains whose tasks they completed, as well.

Note that while there are entries for all five captains, it is expected that the PCs can only earn the allegiance of at most three of them.

SPEC71 Skyship Fleet

You performed a difficult task for the captains of the Five Companies, and earned their allegiance in an assault against the empire of Netheril. Cross out those you did not earn the allegiance of:

Captain Ianthe Bez, Company Bez
Captain Jorrz Errowd, Company Errowd
Acting Captain Bearn Hearthhammer, Company Flurrig
Captain Kurkar Randred, Company Tundag
Captain Shil Yargo, Company Yargo

If the PCs looted Seric's vault in Encounter 8 rather than complete one of the Captains' goals, they get **SPEC72 Recovered Artifact**.

SPEC72 Recovered Artifact

You recovered one of the items that Seric Vargenos had acquired during his attempt to plan his coup. You don't know how it works yet, but maybe you'll figure it out.

You may void this Story Award to gain a Common item from an LFR player resource of your current level + 1 or less (max level 21) or an Uncommon item of your current level - 1 (max level 19) or less, for no gold cost. You may do this even during a short rest, as it suddenly occurs to you how the item works. The item does not consume a found-item slot, regardless of whether you make it Common or Uncommon.

If the PCs earned the aid of the fire elementals in encounter 4 (succeeding on the skill challenge and not threatening the fire elementals), they earn **SPEC73 Fiery Friend**.

SPEC73 Fiery Friend

You have earned the friendship of a minute fire elemental. This functions similar to a familiar, but does not require you to be an arcane spellcaster (See *Arcane Power* for rules).

You do not need the Arcane Familiar feat in order to treat the elemental as a familiar (but you cannot take any other familiar feats unless you do). This Story Award does not prevent you from taking *Arcane Familiar* with another familiar. It cannot use magical items or spell effects that target familiars unless you make it your familiar.

Minuscule Fire Elemental

Speed 6, shift 2, fly 6 (clumsy)

Constant Benefits

You gain a +2 bonus on Endurance checks to avoid the effects of extreme cold.

Active Benefits

Fiery body: The fire elemental provides bright light out to 5 squares, and dim light to 10 squares. The fire elemental is immune to fire.

Limited Vocabulary: The fire elemental only speaks and understands Primordial. Any complex task must be explained in Primordial, or the elemental cannot do it.

Pyro-empathy: The elemental always has the benefits of the Affect Normal Fire ritual (*Player's Handbook 2*).

NEW RULES

Greater Dancing Weapon Level 15+ Rare

Weapon: Any Melee

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

Critical: +3d8/+4d8 damage

Power (At-Will, Utility): Minor Action. The weapon animates and dances in the air in an unoccupied square adjacent to you. You can use a move action to cause the weapon to fly up to 6 squares to a square that you can see. The object occupies 1 square, and it cannot flank. Its defenses equal 10 + its level, although it cannot be harmed by any attack. If an attack hits the weapon, it returns to your hand (or it falls in your space if you don't have a hand free or in the nearest square if it can't reach you), and this power ends. You can use a minor action to end this power if the weapon is adjacent to you, causing the weapon to return to your hand.

While you can see the weapon, you can make weapon attacks with it while it dances, using its square as the origin square of the attacks (including all attack and damage modifiers that you would normally apply).

Power (At-Will, Attack): Opportunity Action. *Trigger:* An enemy that you can see takes an action that provokes opportunity attacks and is adjacent to the weapon while the weapon's utility power is in effect.

Power (Daily, Attack): Minor Action. *Requirement:* The weapon's utility power must be in effect, and you must be able to see the weapon. *Effect:* You make a basic melee attack with the weapon.

Source: *Mordenkainen's Magnificent Emporium*

Chronicle of the Dawn War +3/+4

Level 14/19 Uncommon

Implement (Tome)

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

Critical: +3d6/+4d6 radiant damage

Property: You gain an item bonus to Arcana checks and Religion checks. The bonus is equal to the tome's enhancement bonus.

Property: You gain a +2 item bonus to the tome's attack rolls against elemental creatures.

Property: When you bloody an elemental creature with an implement attack using this tome, the creature takes extra radiant damage equal to twice the tome's enhancement bonus.

Source: *Heroes of the Elemental Chaos*

Wintersnap Armor +3/+4

Level 14/19 Uncommon

Armor (Any)

Enhancement: +3/+4 AC

Property: You gain cold resistance equal to 3 + twice the armor's enhancement bonus.

Property: You gain a bonus to Stealth checks in snowy or icy environments equal to the armor's enhancement bonus.

Power (Daily, Utility): Minor Action. *Effect:* You activate an aura 1 that lasts until the end of the encounter, until you deactivate it as a minor action, or until the armor is removed. Squares in the aura are difficult terrain for creatures other than you.

Source: *Mordenkainen's Magnificent Emporium*

Staff of the Lich +3/+4

Level 13/18 Uncommon

Implement (Staff)

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

Critical: +3d6/+4d6 necrotic damage

Power (Encounter): Free Action. *Trigger:* You make an attack using a power with the necrotic keyword. *Effect:* A single target of the power is immobilized until the end of your next turn.

Source: *Heroes of the Elemental Chaos*

Bead of Force

Level 15/20 Uncommon

Consumable

Power (Consumable, Force): Standard Action. *Attack:* Ranged 10 (one creature of size Medium or smaller); the bead's level + 3 vs. Reflex

Hit: The target is restrained, cannot teleport, and takes ongoing 10 force damage (save ends all). Until the effect ends, line of effect cannot be traced into or out of the target's space, and attacks cannot enter or exit it. *Miss:* The target is slowed and takes ongoing 5 force damage (save ends both).

Source: *Mordenkainen's Magnificent Emporium*

APPENDIX 1: THE FIVE COMPANIES

The Five Companies - Often described as mercenaries, pirates, smugglers, or any combination of the three, each company controls one of five skyships that harbor in Yaulazna and grant it much of its fame. The Five Companies are the descendants of powerful Halruaan mages that formed the Yaulazna pact upon arriving on the mote during the Year of Blue Fire. They have a lot of influence in the Pact Council - the skyship crew members and their captains in particular have achieved celebrity status in Yaulazna.

- **Company Bez** - Arcane combat is the specialty of Company Bez. **Ianthe Bez** is the current captain of *Storm of Vengeance*, the company's skyship, which is known for blistering airborne assaults. The vessel has turned Company Bez the tide of more than one battle.
 - During CORE2-3 High Infidelity, the previous Captain Mariss Bez was murdered by agents of Seric Vargenos. Seric's Windreavers then looted her lab for useful research and tools. PCs may have saved Mariss Bez; in that case, she was later assassinated in her lab during the looting.
- **Company Errowd** - The most service-oriented of the five, its wizards perform rituals and offer other magical services, especially in the areas of containment, smuggling, and fast transport. *Shield of Savras*, the company's skyship, is famed for showing up right when needed or wanted. Its captain, **Jorrz Errowd**, possesses great oracular power.
 - During CORE2-3 High Infidelity, Jorrz Errowd was framed for the murder of Ianjo Shton. With the aid of adventurers, he was able to clear his name.
 - During CORE2-10 Upon the Sea of Stars, Errowd lead the Five Captains in their alliance with adventurers to recover the captured earth mote Yaulazna.
- **Company Flurrig** - Although it engages in war for profit, Company Flurrig maintains a stricter contract policy than its fellows. Acting Captain **Bearn Hearthhammer**, descendant of the Flurrig noble line of Halruaa, prefers the moral high ground. That doesn't mean he and the crew of the *Lamassu* haven't been on the wrong side of the law, though.
 - During CORE2-3 High Infidelity, Ianjo Shton was murdered by Seric Vargenos's Windreavers, disguised as crew from the *Shield of Savras*.
 - Adventurers helped recover the *Lamassu* at the end of CORE2-3.
- **Company Tundag** - The best soldiers of the Five Companies belong to Company Tundag, a mixture of dwarves and humans who originally came up with the idea of the mercenary outfit. Tundag's ship, *Thunder Hammer*, flies under the command of the dwarf **Kurkar Randred**.
 - At the climax of CORE2-3 High Infidelity, the PCs saved Kurkar Randred's life as Seric's Windreavers tried to kill him and capture his ship.
- **Company Yargo** - A prominent Halfling family, descended from the infamous Pirate King Yargo of old Yaulazna, still leads Company Yargo. The company takes all sorts of work, and its members aren't reluctant to spill blood for the right price. *Buccaneer's Tear*, the skyship captained by the brash **Shil Yargo**, has been implicated in high seas and overland piracy.
 - During CORE2-3, Shil Yargo was targeted by the Windreavers for assassination. Due to the prescience of Jorrz Errowd and some brave adventurers, Yargo's life was saved.
 - PCs might have tried to rescue Mariss Bez instead; Shil managed to survive the assassination attempt, albeit barely, thanks to the brave sacrifice of her first mate.

APPENDIX 2: FIRE ELEMENTALS

Some PCs may want to simply fight the fire elementals instead of communicating with the creatures or helping them. Here are stats that can be used for a combat between the PCs and the elementals.

Fire Elemental	Level 1 Skirmisher
Small elemental magical beast	XP 100
HP 27; Bloodied 13	Initiative +6
AC 14, Fortitude 12, Reflex 14, Will 13	Perception +1
Speed 8, fly 8 (clumsy)	
Immune fire	
Vulnerable cold (see frozen in place)	
TRAITS	
Frozen In Place	
Whenever the greater fire elemental takes cold damage, it cannot shift until the end of its next turn.	
Heart of Flame (fire)	
Whenever an enemy adjacent to the elemental misses it with a melee attack, that enemy takes 3 fire damage.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
Attack: Melee 1 (one creature); +4 vs. Reflex	
Hit: Ongoing 5 fire damage (save ends)	
MINOR ACTIONS	
Flickering Flame • At-Will	
Effect: The elemental shifts 1 squares.	
Str 10 (+0)	Dex 19 (+4) Wis 13 (+1)
Con 11 (+0)	Int 5 (-3) Cha 6 (-2)
Alignment unaligned	
Languages understands Primordial	

Fire Elemental	Level 11 Skirmisher
Medium elemental magical beast	XP 600
HP 107; Bloodied 53	Initiative +14
AC 24, Fortitude 22, Reflex 24, Will 23	Perception +6
Speed 10, fly 6 (clumsy)	
Immune fire	
Vulnerable cold (see frozen in place)	
TRAITS	
Frozen In Place	
Whenever the greater fire elemental takes cold damage, it cannot shift until the end of its next turn.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
Attack: Melee 1 (one creature); +14 vs. Reflex	
Hit: Ongoing 10 fire damage (save ends)	
MINOR ACTIONS	
Flickering Flame • At-Will	
Effect: The elemental shifts 2 squares.	
TRIGGERED ACTIONS	
C Hungry Flames (fire) • At-Will	
Trigger: An attack attacks the elemental.	
Effect (Free Action): Each enemy adjacent to the fire elemental takes 5 fire damage.	
Str 10 (+5)	Dex 24 (+12) Wis 13 (+6)
Con 11 (+5)	Int 5 (+2) Cha 6 (+3)
Alignment unaligned	
Languages understands Primordial	

Greater Fire Elemental	Level 21 Skirmisher
Large elemental magical beast	XP 3,200
HP 187; Bloodied 93	Initiative +21
AC 34, Fortitude 32, Reflex 34, Will 33	Perception +11
Speed 12, fly 8	
Immune fire	
Vulnerable cold (see frozen in place)	
TRAITS	
Frozen In Place	
Whenever the greater fire elemental takes cold damage, it cannot shift until the end of its next turn.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
Attack: Melee 1 (one creature); +24 vs. Reflex	
Hit: Ongoing 15 fire damage (save ends)	
MINOR ACTIONS	
Flickering Flame • At-Will	
Effect: The elemental shifts 6 squares.	
TRIGGERED ACTIONS	
C Hungry Flames (fire) • At-Will	
Trigger: An attack attacks the elemental.	
Attack (Immediate Reaction): Close Burst 3 (enemies in burst); +24 vs. Reflex	
Hit: 2d6 + 2 fire damage.	
Str 10 (+10)	Dex 29 (+19) Wis 13 (+11)
Con 11 (+10)	Int 5 (+7) Cha 6 (+8)
Alignment unaligned	
Languages understands Primordial	

HANDOUT 1: AN INVITATION TO DINNER

Greetings!

Noted Cormyrian War Wizard Taliss Muirwood seeks brave and skilled individuals to undertake a task of great importance to Cormyr and for the good of the Realms. Please join us in Suzail for dinner and discussion.

Oversword Keira Thorn

Greetings!

Noted Cormyrian War Wizard Taliss Muirwood seeks brave and skilled individuals to undertake a task of great importance to Cormyr and for the good of the Realms. Please join us in Suzail for dinner and discussion.

Oversword Keira Thorn

Greetings!

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Oversword Keira Thorn

HANDOUT 2: CAPTAINS' DESIRES

Captain Jorrz Errowd, Company Errowd

Description: Captain of the *Shield of Savras*, Jorrz Errowd is an impressively mustachioed human man. He is renowned for oracular abilities, always knowing the appropriate time to strike during a military engagement, or the best time to make a deal.

Desire: His former lover, a genasi woman named Taalee, was kidnapped by Seric Vargenos during his coup. Jorrz has exhausted his magic trying to find her, but has been unsuccessful. Rescue her, if she is still alive, or recover her body if necessary, to finalize the alliance.

Acting Captain Baern Hearthammer, Company Flurrig

Description: Captain of the *Lamassu*, Bearn Hearthammer received his commission when his captain, Ianjo Shton, was murdered by Seric's Windreavers. He is a young dwarf, but bears an impressive beard. He is uncomfortable in his responsibilities and defers to the other captains.

Desire: He will accompany the party during their efforts to recover the items for the other Captains. If you perform impressively, he will throw Company Flurrig's support behind the alliance.

Captain Kurkar Randred, Company Tundag

Description: Captain of the *Thunder Hammer*, Kurkar Randred is a stern dwarf, his face badly scarred when Seric's Windreavers tried to capture his ship.

Desire: Shortly before the Windreaver ambush, his family bow was stolen. It's a hereditary item that his ancestors have wielded through the ages. Return Captain Randred's stolen greatbow, and the *Thunder Hammer* will sail against Netheril.

Captain Shil Yargo, Company Yargo

Description: Captain of the *Buccaneer's Tear*, Shil Yargo is a bold, direct halfling woman. She discovered the abandoned fortress.

Desire: The items stolen from Yargo were easily replaced, and any blackmail material was quickly neutralized. However, there is supposedly a magic item in the fortress that radiates some form of anti-divination magic. This would greatly improve her company's efforts at certain tasks. Capture it and bring it to her whole, and the *Buccaneer's Tear* will slice the Netherese fleets to ribbons.

Captain Ianthe Bez, Company Bez

Description: Captain of the *Storm of Vengeance*, Ianthe Bez inherited her role from her Captain, mentor, and instructor Mariss Bez was murdered by Seric's Windreavers while adventurers hired by Captain Errowd saved Shil Yargo. Ianthe Bez is a tall human woman with her hair pulled into tight cornrows.

Desire: After Mariss was slain, her workshop was looted by Seric's agents. Important research notes, and a prototype weapon, were stolen away. If those can be recovered, the *Storm of Vengeance* will fall upon Cormyr's foes.

HANDOUT 3: THE OBELISK OF ICE

The Obelisk of Ice is one of the Pillars of Creation. These are immeasurably old pillars of various elements located deep within the Elemental Chaos. Some of the Pillars are made of storm clouds; others are composed of earth or fire. The Obelisk is formed from many-hued ice and rises straight up through the Elemental Chaos. No one has ever reported making it to the very top, or very bottom, of the Pillars of Creation.

The Obelisk of Ice is formed from Primordial Ice. Even if you have protection from cold, you risk suffering from hypothermia and dying in even a few hours in contact with this ancient structure. The following things may help ease the freezing temperatures (penalties and bonuses vary by encounter):

- **Immunity or resistance to cold:** Cold resistance provides some bonus to rolls to endure the cold, but the Obelisk is colder than any Resistance and even cold immunity is insufficient protection against the primordial elements. Although they do not provide absolute protection, cold immunity and/or resistance do help.
- **Endure Elements ritual** (and similar effects): The primordial cold is too strong for an Endure Elements ritual to provide full protection. This ritual still provides some assistance, similar to natural cold resistance.
- **Endure Primordial Elements ritual** (and similar effects): This ritual will provide the best protection against the Obelisk of Ice. However, even with the Endure Primordial Elements ritual, the cold will wear against the PCs' health.

With the Obelisk so cold, it would be quite unwise to remain for long, and certainly not to rest for more than a few minutes. Even the strongest spells and protection will wear thin and fail within the Obelisk.

APPROACHING THE FROZEN FORTRESS

Baern suggests three approaches to the Frozen Fortress, which is protected by ships of frozen elements manned by elemental creatures. He's not taking the *Lamassu* into that mess.

- **Sneaking past the picket lines:** This will require the party to operate a boat and avoid notice. Among other things, skill in avoiding notice is quite important.
- **Capture a picket ship:** This will also require the party to operate a boat. Instead of avoiding the picket ships, you'll find one, board it and slay the current crew, and head in.
- **Scale the Obelisk:** Baern thinks this one is the craziest option, out of a set of crazy options. Members of the party will need to climb the Obelisk, and endure the cold. It's going to be the worst cold here, because more of your body will be adjacent to the pillar. There may also be hazards along the way.

A note on using personal flight / teleportation: The *Lamassu* will not get closer than two miles to the Obelisk. Any attempt to fly across the open sky towards the Obelisk runs the same dangers as trying to sneak past the lines.

SPEC5~ 4 EVENT SUMMARY

The results of this adventure have an impact on the Battle Interactive ACDPC5-2: *Best Defense!*

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/SPEC0504LFR>

The survey period closes on **01 October 2013**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

Question 1: What was the total number of Captains that agreed to help?

- a. 0.
- b. 1
- c. 2
- d. 3
- e. 4
- f. 5.

Question 2: Did Captain Ianthe Baz agree to help?

- a. Yes
- b. No

Question 3: Did Captain Jorrz Errowd agree to help?

- a. Yes
- b. No

Question 4: Did Acting Captain Bearn Hearthhammer agree to help?

- a. Yes
- b. No

Question 5: Did Captain Kurkar Randred agree to help?

- a. Yes
- b. No

Question 6: Did Captain Shil Yargo agree to help?

- a. Yes
- b. No

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM

SPEC5~4 SKY'S FAVOR

SPEC71 Skyship Fleet

You performed a difficult task for the Five Companies in an assault against the empire of Netheril. Cross out any of the following captains who you did NOT earn the allegiance of:

Captain Ianthe Bez, Company Bez
Captain Shil Yargo, Company Yargo
Captain Jorrz Errowd, Company Errowd
Captain Kurkar Randred, Company Tundag
Acting Captain Bearn Hearthammer, Company Flurrig

SPEC72 Recovered Artifact

You recovered one of the items that Seric Vargenos had acquired during his attempt to plan his coup. You don't know how it works yet, but maybe you'll figure it out. You may void this Story Award to gain a Common item from an LFR player resource of your current level + 1 or less (max level 21) or an Uncommon item of your current level - 1 (max level 19) or less, for no gold cost. You may do this even during a short rest, as it suddenly occurs to you how the item works. The item does not consume a found-item slot, regardless of whether you make it Common or Uncommon.

SPEC73 Fiery Friend

You have earned the friendship of a minuscule fire elemental. Treat the elemental exactly as a familiar, but it does not require you to be an arcane spellcaster (See *Arcane Power* for rules). You do not need the Arcane Familiar feat in order to treat the elemental as a familiar (but you cannot take any other familiar feats unless you do). This Story Award does not prevent you from taking *Arcane Familiar* to gain another familiar. The elemental cannot use magical items or spell effects that target familiars unless you make it your familiar.

Minuscule Fire Elemental

Speed 6, shift 2, fly 6 (clumsy)

Constant Benefits

You gain a +2 bonus on Endurance checks to avoid the effects of extreme cold.

Active Benefits

Fiery body: The fire elemental provides bright light out to 5 squares, and dim light to 10 squares. The fire elemental is immune to fire.

Limited Vocabulary: The fire elemental only speaks and understands Primordial. Any complex task must be explained in Primordial, or the elemental cannot do it.

Pyro-empathy: The elemental always has the benefits of the Affect Normal Fire ritual (*Player's Handbook* 2).

DUNGEONS & DRAGONS

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(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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