

EPIC

21-30

WINTER OF THE WITCH

by Stephen Radney-MacFarland

A cold winter wind blows from the Scourge Mountains, but its origins are not of this world. And with it come horrifying stories of a fey who walks the land. Cold, beautiful, and deadly, she turns every mortal she touches into a statue of ice, and she seems determined to blanket the entire north in a blanket of frost.

It is the Winter of the Witch ... and if the archfey Koliada is not stopped it could be the world's last.

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“Winter of the Witch” is an epic-tier DUNGEONS & DRAGONS® adventure for 22nd-level PCs. By the end of the adventure, the character will have reached 23rd level and be well on their way to reaching 24th.

BACKGROUND

The ways of the fey can be mysterious and deadly. This is especially true for the cold-hearted and cruel fey that constitute the Winter Court. Overseen by Prince of Frost, the various fey that make up the court are often left to their own devices and the pursuit of their own capricious whims.

While it is known that the Prince of Frost holds mortals in utter contempt, he also rarely acts against them directly, but such constraint is not known by another member of his court. One being in particular, a somewhat minor archfey named Koliada the Winter Witch, makes deadly forays into the world regularly.

Every century or so, the Winter Witch launches a campaign of frozen despair upon the mortal world. When she comes, snows fail to recede in springtime, and winter’s chill starts to spread southward, expanding with each of her victories. Along with the chill comes strange armies of fey and the wicked mortals that have kneeled before the Winter Witch. As her winter spreads, the Winter Witch freezes mortals into statues of ice, which somehow act as grim conduits of Koliada’s power.

The last time the Winter Witch walked upon the world, a group of knights from the Empire of Nerath halted her advance. These heroes procured Koliada’s nemesis—a powerful artifact of pure sunlight called the *Sun’s Sliver*—the only item in the known universe that can destroy Koliada. The knights entered the frozen far reaches of the Feywild and confronted

Koliada within her fortress of Winter’s Heart. *Sun’s Sliver* in hand, they battled the archfey, but before they could use the artifact to destroy her, Koliada fled the field, and while the knights won the day, they knew someone would have to confront the Winter Witch again. In preparation for that day, they hid the *Sun’s Sliver*, sealing it in an isolated monastery where a member of their order could retrieve it again the next time Koliada walked the world. But then proud Nerath fell, and with it went almost all knowledge of the *Sun’s Sliver* and how to defeat Koliada.

Now the Winter Witch walks the world again. As cold spreads southward, an undead and disgraced knight tries to assemble a group of heroes that can retrieve *Sun’s Sliver* and defeat the Winter Witch once and for all, but other foul powers work against the plan. The demon lord Orcus has become interested in Koliada’s march, not for any love of the fey and their motivations (though the chaos they sow is useful). Rather he has set his agents to work behind the scenes to retrieve the *Sun’s Sliver*. Not only does the Demon Lord of Undead wish to corrupt such a powerful artifact of radiant energy, he also wants Koliada’s march to reach farther south than it ever has before, hoping that it will freeze over a volcano to the south and free a primordial trapped within—for what purpose only the demon knows.

One thing is clear; heroes are needed to end the Winter of the Witch.

ADVENTURE SYNOPSIS

“Winter of the Witch” starts with the PCs receiving an urgent but somewhat cryptic message from the skeletal knight, Sir Keegan. In that missive, he asks them to return to the village of Winterhaven and

meet him in his tomb under the ruins of the Keep on the Shadowfell.

Making it back to Winterhaven, the PCs find that in their absence the settlement has taken a turn for the worse. An unnatural cold snap has destroyed the local crops, villagers from the town and the surrounding countryside have gone missing, and stories of the return of the infamous Winter Witch—a cruel and hateful hag of legend—abound. But as terrible as things appear to be on the surface, they’re shown to be much worse when the PCs visit Sir Keegan. They find the skeletal knight a helpless victim of an aggressive interrogation by a flameskull and a pair of demons. The undead minion of Orcus and his demonic thugs are attempting to extract the location of something called the *Sun’s Sliver* from the stubborn knight. If rescued, Sir Keegan explains to the PCs the nature of the blight on the surrounding countryside, and the reasons why the minions of Orcus are interested in the return of the Winter Witch. (The PCs might end up visiting Gloomwrought if they don’t succeed in discovering the minion’s deception.)

Armed with this knowledge, the PCs’ next task is to find and uncover the *Sun’s Sliver* before the forces of Orcus can. The *Sun’s Sliver* lies under the remote ruins of the Monastery of St. Alabat, and it was bound there for hundreds of years by a powerful seal and ward placed by Sir Keegan’s long-extinct order. By the time the PCs reach the place, Orcus’s minions are already there, and they have enacted a complicated ritual that will unbind the wards of the seal. Fortunately for the PCs, their task is not yet complete. The PCs can fight their way into the deeper ruins, defeat the demon lord’s toadies, and retrieve the *Sun’s Sliver*, but not before having to deal with the artifact’s guardian: a powerful angel of prophecy named Remliel.

Once the PCs have recovered the *Sun's Sliver*, the next step is to find and confront the Winter Witch. The search leads them to a cold mountain glacier in the Scourge Mountains. From this place, the Winter Witch has been launching her chilly assaults into the

Nentir Vale and beyond, entering the world through a fey passage that takes the shape of a menhir circle made out of strange blue ice. Guarded by a cadre of icy minions and an ancient white dragon bound into

the Winter Witch's service, the portal leads to Winter's Heart, the domain of the witch.

Once the PCs win their way past the portal's guardians, they have to traverse the icy terrain of the Feywild's snowy reaches on the way to Winter's Heart. Only there can they confront the cold-hearted archfey and save a section of the world from a wintery doom.

CUSTOMIZING THIS ADVENTURE

A good chunk of this adventure's background deals with and uses the town of Winterhaven and characters that appeared in the adventure **H1: Keep on the Shadowfell**. Winterhaven is really just a placeholder for a settlement and characters that hold emotional resonance with your players and their characters. I chose it because I assumed that a good number of your epic-level characters got their start in that village, but if they didn't, you should tailor the starting encounters to your own PCs by re-skinning them with a village and NPCs they care about. This is as simple as changing the details, but while keeping the encounter structure relatively intact. The only place where this might get tricky is having a death knight masquerade as someone who isn't an undead knight, but using a well-placed illusion or making Drzak a doppelganger in the service of Orcus should do the trick.

Treasure

"Winter of the Witch" uses the "parcel" technique of treasure distribution detailed in the *Dungeon Master's Guide*. Use these "13" treasure parcels.

Parcel 1: Magic item, level 26

Parcel 2: Magic item, level 26

Parcel 3: Magic item, level 25

Parcel 4: Magic item, level 25

Parcel 5: Magic item, level 24

Parcel 6: Magic item, level 24

Parcel 7: Magic item, level 23

Parcel 8: 1,500 pp + six 5,000 gp gems.

Parcel 9: 1,000 pp + 2 scrolls of Endure Elements, and 2 scrolls of Fey Passage, a scroll of Consult Oracle, and 4,200 gp worth of *residuum*.

Parcel 10: 600 pp + two *potions of recovery*

Parcel 11: 600 pp + ten 5,000 gp gems

Parcel 12: 350 pp

Parcel 13: Seven 5,000 gp gems

Distributing the Loot

Consult your player's magic item wish lists, then apportion the following parcels into the following sections of the adventure. It's possible that the monster make use of the magic items in their sections. Decide that ahead of time.

K1: Two parcels in the possession of Sir Drzak

M2: Three parcels in with the *Sun's Sliver* hidden beneath the seal of Remliel.

S1: Two parcels hidden in the troll cave.

S2: Four parcels in the white dragon's lair.

W3: Two parcels and the *sword of black ice* in Winter's Heart.

STARTING THE ADVENTURE

The adventure starts simply, when the PCs receive the following note:

Heroes of Winterhaven,

I beseech you to travel back to my tomb under the Keep on the Shadowfell. Winter is without end here, and I know its secret. I am hoping that once again, where I failed, you can succeed. Please make haste.

Sir Keegan,

Doomed Knight of the Keep on the Shadowfell

SIR KEEGAN? DIDN'T WE KILL THAT GUY?

There is a good chance that the PCs killed Sir Keegan when they played **H1: Keep on the Shadowfell**. Because of his curse, Keegan suffers on, even after vanquished. He rises again a month after his defeat. How he learned of the heroic nature of the group that vanquished him the first time is up to you, but given Sir Keegan's shame, he does not begrudge the PCs' actions the first time they met in his tomb.

PART ONE: WINTERHAVEN ON ICE

While Winterhaven is not large enough to have a permanent teleportation circle, the nearby town of Fallcrest has one within the Septarch's Tower (see *Dungeon Master's Guide*, page 204) and it's relatively easy to gain that circle's sigil sequence, if the PCs haven't obtained it already in their previous adventures. From Fallcrest, it takes only a couple of days of travel at most to reach Winterhaven.

When the PCs approach the town read the following:

While the Nentir Vale is a northern region and used to the icy chill of hard winters, that weather rarely lingers this late into the spring. Where you were expecting to see the verdant greens of spring on the tree limbs, all you see is the twisted dark talons of wintershorn branches. Snow still drapes the Gardbury Downs. The air is cold, the sky is overcast, and every so often flurries still drift down from the chilly white skies.

WINTERHAVEN

Village, Population 942

Ice still lingers in the ruts that dot the King's Road that winds its way to the broad hill crowned by the walled village of Winterhaven. The alabaster fangs of Cairngorm tower appear behind the snow-draped village. The settlement's walls and palisades are slick with clinging ice.

As you pass by the thatched homes surrounding the village, they seem abandoned. When you enter Winterhaven's gates, you see that a shanty town of makeshift huts clutters the inner courtyard. The local populace is gathering within the walled town for shelter from the cold.

It's obvious that that the strange weather is having its effect on the people of Winterhaven, but something worse is going on here. As the PCs enter the village, everyone has a look of fatigue brought on by hunger and misery, but also a small spark of hope caused by the PCs' arrival. News spreads quickly of the PCs' return to the village, and it's not long before Lord Padraig comes to greet the "Saviors of Winterhaven."

Padraig looks far older than the last time you saw him, and he seems very haggard.

PADRAIG'S STORY

Once Lord Padraig invites the PCs to join him by the fire and offers them heated brandywine, he nervously tells them his tale.

My land is cursed by a creature called the Winter Witch.

Honestly, when I first heard the tales of the Winter Witch, I thought it was just a long-lived superstition—a story to explain long winters. But that's before I saw her myself.

In the dead of winter, the refugees started pouring into Winterhaven. According to them, the Winter Witch was on the march, along with her armies of ice imps, frozen trolls, and other outlandish creatures. I assumed it was a tribe of orcs or giants from the Stonemarch, or maybe just a band of hungry and ferocious wolves or worgs scaring the populace. I rallied the Winterhaven Regulars to reconnoiter the threat to the northern settlements of my dominions.

We were near the Vesk holdings, in the northern highlands of the Cairngorm Peaks, not far from the shores of Wintermist. The settlement was in ruins, but it was bashed rather than burned. As the regulars explored the ruins, I took shelter from the biting winds among the nearby rocks. And that's when she appeared among the regulars, seemingly out of nowhere.

She was cold, dangerous, and beautiful beyond imagination. She was the most perfect and most terrible woman I have ever laid my eyes upon. My terror overwhelmed me, and I hid among the stones as she waded through my regulars. Though they fought bravely, engaging the woman at every turn, she sidestepped their blows as if they were child's play. Then came her touch, which transformed them into rime-crust statues. A few, she cut down with her black blade, and laughed. I only watched, shivering in cold and terror.

I'm deeply ashamed of my actions. But I know in my heart that what stalks the frozen land is a being beyond the pale. And that is why I called upon your aid. This is a threat that requires true heroes.

At this point the PCs might be a little puzzled. Their missive was from Sir Keegan, not Lord Padraig. If they bring this up to Lord Winterhaven, he is also puzzled by the revelation. He sent a message out at great personal expense, and he has not spoken to or conferred with Sir Keegan about the local problems. As far as Padraig knows, the strange skeletal knight is forever confined to his tomb under the Keep on the Shadowfell and has no knowledge of Winterhaven's current problems.

WHAT HAPPENED TO LORD PADRAIG'S LETTER?

It was intercepted by the Death Knight Sir Dzak, and the death knight still carries it. It's just a simple plea for summons, similar to Sir Keegan's letter, but goes into more detail on the nature of the threat.

Lord Padraig is not above begging and using guilt to gain PC aid against the Winter Witch. He's downright scared for his own life and his people's very existence. If nothing else persuades the PCs to help, he'll even go so far as to bequeath Winterhaven to the PCs—he'll abdicate his title and proclaim the PCs the lords of Winterhaven if that is what it takes to save it!

PC KNOWLEDGE OF THE WINTER WITCH

While the tales of the Winter Witch are obscure and somewhat regional in nature, as epic-level characters, the PCs might have knowledge of her and her nature. Have the PCs make an Arcana check.

DC 25: The Winter Witch is a particularly malicious and terrible archfey also called Koliada. One of the Winter Fey (see *Manual of the Planes*, page 37), she pursues a crusade into the mortal world every century or so and that starts with a long and enduring winter. Some say her ultimate goal is to freeze the world, or to carve off frozen parts that she conquers into the Feywild.

DC 30: Conjecture abounds on the true nature of Koliada the Winter Witch. Some claim that she's merely one of many forms taken by the Prince of Frost; other stories tout her as his queen, his daughter, his sister. Some of the stranger tales claim more than one of these relations or even all them. Such are the way of the fey.

DC 35: As an archfey, Koliada can be destroyed only by her nemesis. Each nemesis is particular to the archfey. Often it is an item, and sometimes it is another kind of agent of doom.

OTHER STORIES

Lord Padraig isn't the only person in Winterhaven with knowledge about the Winter Witch. PCs can gain more knowledge by visiting old acquaintances Valthrun the Prescient and Eilian the Old, as well as the only survivor from the initial assault on the Vesk settlement: Luran Vesk.

VALTHRUN THE PRESCIENT

Winterhaven's local sage and practitioner of rituals and other arcana knows a good deal about the Winter Witch, including what he believes is her true name.

The Winter Witch is a fey, part of the court of the Winter Fey, and the mistress of the Prince of Frost. Called Koliada by her people, she is cold and deadly, and she wishes to cover the world in ice. If she is not stopped, this strange winter will expand farther south and east. Soon it will affect Fallcrest and the lands beyond.

EILIAN THE OLD

Winterhaven's resident amateur historian has not fared well during the long and cold winter brought on by the Winter Witch's onslaught. Suffering coughs and fevers, the old man is on death's door. A successful use of a Remove Affliction ritual eases Eilian's suffering and helps ensure that he survives the current cold snap. It also makes him lucid enough to give the PCs the following information.

I remember my grandfather used to tell stories about the Winter Witch. Her last cold march was when he was just a lad. He told me that the last knights of Nerath, armed with a sliver of the sun, pushed her back to her domain of Winter Heart. Now that I think about it, I think he said that Sir Keegan, when he was a page, accompanied one of those knights.

LAURAN VESK

The only survivor of the Winter Witch's assault on her family's settlement, this teenage girl can tell the PCs the following about the archfey.

She is a cruel and malicious hag who laughed as she sealed my kin in their frozen tombs. She commands icy imps and trolls, and she rode a white dragon.

DEVELOPMENT

After gaining whatever information they can within Winterhaven, the PCs have only a few real options. They could check out the Vesk settlement, but little is there except the ruins and frozen remains of the Vesk family and the Winterhaven Regulars. More likely, they might want to talk to Sir Keegan. In that case, continue on to "Part Two: Return to the Keep on the Shadowfell."

PART TWO: RETURN TO THE KEEP ON THE SHADOWFELL

Eventually the PCs might want to go talk with Sir Keegan about his cryptic letter. It doesn't take them long to reach the ruined keep, and, when they do, a figure steps out from the shadows.

OUTSIDE THE KEEP

When the PCs approach the keep's ruins, they are greeted by a skeletal knight in plate armor.

From the ruined tower that serves as the main entrance to the keep's lower works, a skeletal knight in plate armor steps out of the shadows. He calls out in a raspy voice, "Old friends, I am glad you have heeded my call. Times are dire and I find that I need your help again."

This creature masquerading as Keegan is a death knight named Sir Dzrak—an undead servant of Orcus, and part of a group of the demon prince's servants sent here to gain intelligence about the Sun's Sliver from the skeletal knight who haunts the keep.

Dzrak's plan is simple—pretend to be Sir Keegan and lead the PCs astray. He does so by telling them the following.

This long and strange winter is the work of a mad wizard named Veira Rimefire, who is even now hiding in Gloomwrought, which is a port in the Shadowfell. She has stolen a seal that once locked a portal connecting the mountains of the north to the frozen tundra of the Feywild. Only by recovering the seal and using it to

lock the portal can this winter finally end. I beseech you to go to Gloomwrought, find Veira, recover the seal, and bring it back here. Once you do, I'll guide you toward the next challenge of this quest.

If the PCs ask him about Koliada the Winter Witch, he tells them the following:

Veira is a tricky and powerful mage. I would not be surprised if this Winter Witch is a guise she uses to wreak havoc on the world or a strange fey that she has bound to her wicked cause.

The false Sir Keegan takes any further questions with a calm ease. The conversation with him is actually a skill challenge. If they succeed, the tactical encounter begins. A failure probably results in the PCs heading to Gloomwrought (page 33).

Skill Challenge: SC1: Piercing Dzrak's Ruse (page 36).

Tactical Encounter: K1: Duplicitous Death Knight (page 37).

SIR KEEGAN'S TOMB

If the PCs uncover Dzrak's ruse and move deeper into the ruins of the keep, they find that the death knight isn't the only minion of Orcus in the lower works. Though they have already received key information from the cursed curator of the Keep on the Shadowfell,



a flameskull and two demons are still interrogating Sir Keegan in his old tomb. See the tactical encounter.

Tactical Encounter: K2 Harsh Interrogation (page 39).

SIDE TREK: GLOOMWROUGHT

If the PCs are fooled by the false Sir Keegan, they are led on a wild goose chase within Gloomwrought.

The PCs can travel to Gloomwrought in a variety of ways, but the easiest is by the many teleportation circles that exist in the port. Once the PCs arrive in Gloomwrought, they start a skill challenge to find Veira Rimefire. If they succeed, they learn that Veira is a relatively minor mage who was buried in a forsaken cemetery outside of town. More importantly they learn that this appears to be a false lead. If they fail the skill challenge, they learn this information once they find Veira's grave and deal with the terrible undead monstrosity that haunts the graveyard.

GLOOMWROUGHT

Village, Population Approximately 12,600

A dismal and crowded seaport on the Stormy Sea, this mist-shrouded metropolis is both bleak and foreboding, but it serves as one of the safest ports in the Shadowfell. It will be difficult to find Veira Rimefire in this place, since its inhabitants are known for their tight-lipped caution and secretive plots.

This creepy Shadowfell port is dark and dank, but it is hospitable when compared to the rest of this shadowy plane. It sits on the shore of a dark, foreboding sea, amid a group of inland bogs called the Skins.

Full information on Gloomwrought is found in the *Manual of the Planes* (pages 58 to 59) but playing it up as creepy, cagey, and crowded will do for this side trek. Traversing the village and its citizens is a skill challenge done over the course of at least a couple of days.

Skill Challenge: SC2: Finding Veira Rimefire (page @@).

BLACKEARTH CEMETERY

If the PCs fail the skill challenge, they are led to Blackearth Cemetery, the last known hideout of Veira Rimefire. A wizard and petty thief, Veira once used the cemetery as a hideout, but now she is buried there.

Getting to the cemetery is a two-day barge trip though the Skins, which are the treacherous bogs around Gloomwrought. Once there, it is easy to find Veira—or her grave. If the PCs try to dig up the grave to look for further clues, they are attacked by the desecration that guards the place.

Tactical Encounter: G1: The Cemetery (page 43).

PART THREE: MONASTERY OF ST. ALABAT

With the information gained from Sir Keegan or other sources, the PCs should make their way to the ruined monastery of St. Alabat in the Dawnforge Mountains to recover the *Sun's Sliver*.

If Sir Dzrak tricked the PCs into searching for Veira Rimefire in Gloomwrought, and the PCs took more than six days to discover that the quest was a diversion, they find St. Alabat empty, the seal broken, remains of a great battle between the angel Remliel and the forces of Orcus, and the *Sun's Sliver* gone. While you might want construct a great chase for the *Sun's Sliver* where the PCs enter the Abyss to retrieve it, that's beyond the scope of this adventure. Without the *Sun's Sliver* the PCs can go on to the Scourge Mountains, enter Koliada's domain, and even face her at Winter Heart, but any victory will be temporary. They banish Koliada only for a period of time rather than destroy her.

If the PCs weren't fooled by the death knight or didn't tarry long in Gloomwrought, the forces of Orcus are here and are just about to break open the seal.

Orcus's chief agent in this matter is a sorrowsworn renegade named Morthalat. By the time the PCs arrive, Morthalat and his minions—a rather rag-tag group of undead and planar renegades—have been attempting to open the seal binding Remliel and the *Sun's Sliver* for days, but with little luck. To aid their endeavors they've just activated the *Engine of Lum*—a somewhat unstable magic device that channels a dangerous form of eldritch energy from the Far Realm. The *Engine* disrupts the seals and wards of divine, primal, and arcane nature.

THE APPROACH

The only way to reach St. Alabat is by way of a winding trail up a rugged and windswept section of the Dawnforge Mountains. When the PCs reach the monastery, they find the scene described in the tactical encounter.

Tactical Encounter: M1: Deathwatch at Ravensroost (page 44).

THE RUINS

The ruins of St. Alabat sit across the bridge, clinging to the mountain atop a large ledge. Just outside the sundered monastery walls is a flat area where a group of Morthalat's cronies waits among the snow and trees for any interference in their master's plans (see "M1: Deathwatch at Ravens Roost").

The roofless monastery is long abandoned, and the upper works have collapsed to expose the lower area and the seal of Remliel to the elements. Morthalat is at work in this area, using the *Engine of Lum* to pry open the seal.

Tactical Encounter: M2: Morthalat's Endgame (page 47).

ST. ALABAT'S LAST SECRET

On the southeast tower of St. Alabat, behind a copse of pines, hides a secret door. Originally designed as a hidden exit from the monastery, its existence is long forgotten. Well hidden, it takes a successful DC 27 Perception check to find it, and once it is found, it takes a DC 30 Thievery check to open it, or it must be broken down (AC 4; Reflex 4, Fortitude 24; hp 80),

since the magical key that opened it was lost when the monastery fell.

If this secret door is breached, or if an attempt to open it with the Thievery skill fails by 5 or more, the tampering triggers inert guardians: a pair of stormstone golems. The constructs then move to attack any and all intruders, including the forces of Orcus, but starting with the person who breached the secret door.



2 Stormstone Golems (G)		Level 21 Elite Soldier
Large natural animate (construct)		XP 6,400
Initiative +11	Senses Perception +9; darkvision	
Stormstone Aura (Lightning) aura 2; creatures that start their turn in the aura take 10 lightning damage.		
HP 406; Bloodied 203; see also <i>death burst</i>		
AC 37; Fortitude 35, Reflex 26, Will 27		
Immune disease, poison, sleep		
Saving Throws +2		
Speed 6; can't shift		
Action Points 1		
⊕ Slam (standard; at-will)		
Reach 2; +28 vs. AC; 3d6 + 9 damage, and the target is pushed 1 square and dazed (save ends).		
⊕ Double Attack (standard; at-will)		
The stone golem makes two slam attacks.		
⊕ Golem Rampage (standard; recharge ☹️ ☹️)		
The stormstone golem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.		
⚡ Death Burst (when reduced to 0 hit points) ⚡ Lightning		
The stormstone golem explodes in a burst of jagged stones and lightning Close burst 1; +28 vs. AC; 3d6 + 7 lightning damage, and the space it occupied is difficult terrain until cleared.		
Alignment Unaligned		Languages –
Str 26 (+18)	Dex 7 (+8)	Wis 8 (+9)
Con 27 (+18)	Int 3 (+6)	Cha 3 (+6)

PART FOUR: ATOP THE SCOURGE MOUNTAINS

Either with the *Sun's Sliver* or without, the PCs are urged by Sir Keegan or Lord Padraig to go on and confront the Winter Witch. Even if they cannot defeat the archfey once and for all, they can at least end her assault on the world.

Either through Sir Keegan or their own research, they can find that the Winter Witch enters the world through a fey passage located atop a peak called Crone's Finger among the northernmost Scourge Mountains. The crossing, which directly links Koliada's domains with the world, occurs only during the coldest of winters, when a glacial shelf is formed from the Crone's Finger. Then a circle of blue ice menhirs form on the shelf, allowing Koliada and her minions to pass through easily.

To use the blue ice menhirs to pass into the Feywild, the PCs need to use the Fey Passage ritual (from *Manual of the Planes*, page 150, and reprinted in the sidebar, below). If they don't already have access to the ritual, they can gain it either by way of Valthrun the Prescient in Winterhaven or maybe by trading with the peaceful eladrin enclave located in the Scourge Mountains.

FEY PASSAGE

You open a path marked by standing stones, allowing you and your allies to step into the Feywild.

Level: 6
Category: Travel
Time: 10 minutes
Duration: Instantaneous

Component Cost: 140 gp (see below)
Market Price: 360 gp
Key Skill: Arcana or Nature (no check)

Use this ritual at a fey crossing (see page 34). When you perform this ritual, you transport yourself and up to eight allies from the world to a corresponding location in the Feywild, or from the Feywild to a corresponding location in the world. The fey crossing need not be active for Fey Passage to work.

You remain in the Feywild until you leave by another means or you perform this ritual again at a fey crossing.

Special: Eladrin have a special connection to the Feywild. Consequently, an eladrin who has mastered this ritual or performs it from a scroll does not pay the component cost.

CLIMBING CRONE'S FINGER

Though a difficult task and rather slow going, the PCs face no real challenge climbing up the mountain to the glacial shelf. Once the PCs reach the foot of the mountain, it takes the entire day before they deal with the tactical encounter.

Tactical Encounter: S1: Frozen Passage (page 51).

KURIKVEAERI'S LAIR

PCs might want to search for Kurikveaeri's lair after they defeat the dragon. The adventure assumes that searching for the lair and finding its treasure is rather easier, but you could easily expand it to a more difficult challenge, and in doing so expand the size of the white dragon's hoard.



PART FIVE: WINTER'S HEART

Once the PCs use the blue ice menhirs to cross over to Feywild, they find a broad bitter expanse of eerily cold snow and ice. PCs with the aid of an Endure Elements ritual do not suffer any ill effects by the frozen climate, but those without must make a successful DC 26 Endurance check every 8 hours, or lose a healing surge that does not come back with an extended rest, unless that rest is taken in a warm and comfortable place.

The landscape of this place is bitter and desolate. The only creatures the PCs can see are the fields of frozen bodies. These poor innocents were touched by the Winter Witch, and they line the path to her palace of Winter's Heart.

It takes the PCs two days of travel to reach Winter's Heart. The path to the icy palace is a long ice bridge over a turbulent sea of cold water and floating ice.

Tactical Encounter: W1: Orchard of Deadly Chills (page 54).

ENDING THE ADVENTURE

The adventure ends with the defeat of the Winter Witch. If the PCs used the *Sun's Sliver* to destroy the Winter Witch, the artifact is destroyed with her, and the world is free from her threat once and for all.

If the PCs didn't retrieve the *Sun's Sliver*, or if they could not destroy Koliada with it, the Winter Witch rises again to threaten the world, but maybe not in the PCs' lifetime.

Because of this the PCs might be interested in regaining the *Sun's Sliver* from Orcus so that he cannot corrupt the item. If the PCs still have the *Sun's Sliver*, they might want to find a way to hide it and keep it safe for the next generation to fight the Winter Witch.

The people of Winterhaven and especially Sir Keegan are greatly relieved by the PCs' success, and they celebrate the PCs as the twice saviors of Winterhaven.

Defeating the Winter Witch does not go unnoticed. It might bring the ire of both the Prince of Frost and Orcus, but such are the things for further epic adventures.

SCI: PIERCING DZRAK'S RUSE

Encounter Level 22 (4,150 XP)

SETUP

While the PCs are conversing with the disguised death knight, they are engaging in a secret skill challenge. Perceptive PCs have clues that they can piece together to help them realize that they are being deceived.

If the PCs discover Dszak's ruse or attack the death knight, start the tactical encounter.

Tactical Encounter: K1: Duplicitous Death Knight (page 37).

If they are deceived by Dszak and decide to go on to Gloomwrought, go to "Sidetrek: Gloomwrought" (page 33).

Piercing Drzak's Ruse **Level 22**
Skill Challenge XP 4,150

By recalling your last meeting with Sir Keegan and noticing some abnormalities around the meeting place, you learn that this undead knight is not who he claims to be.

To learn more about what's going on, the PCs must see past Dszak's deception.

Complexity

1 (requires 4 successes before 3 failures)

Primary Skills

Perception, Insight

Other Skills

Religion

Victory

The PCs are certain that this undead knight is not Sir Keegan.

Defeat

The PCs are certain that they are speaking to Sir Keegan, though they may suspect he is hiding something.

Perception

DC 25 (1 success, maximum 3 successes). There are many inconsistencies the PC can notice with a successful Perception check. First, they can spot the remains sticking out from the snow here and there (Dszak's Riseguard hiding among the drifts), second they can notice that Dszak is left handed, while Keegan was right handed, lastly they can notice differences in the bone structure between Keegan and Dszak.

Insight

DC 25 (1 or 2 success, no upper maximum successes). While a charismatic and skilled manipulator, Dszak is telling a number of boldfaced lies, and each successful Insight check picks up on a lie. If the PCs remember that Sir Keegan cannot leave his tomb, and question Dszak on that, the death knight makes some feeble excuse, but reward the PC with 2 successes for making the connection.

Religion

DC 29 (1 success, maximum 1 success). The PC notices that the undead knight seems to radiate an aura similar to that of a death knight.

KI: DUPLICITOUS DEATH KNIGHT

Encounter Level 24 (34,070 XP)

SETUP

False Sir Keegan (Dzrak the death knight) (D)
2 tormenting ghosts (G)
15 risenguard of Dzrak (R)

This encounter takes place as the PCs approach the upper works of the Keep on the Shadowfell. Sir Dzrak, a death knight in the service of Orcus, masquerades as Sir Keegan and attempts to trick the PCs toward another course. If his subterfuge is detected, he attacks.

Dzrak starts combat by calling forth his minions. Some of the death knight's minions rise from the snow-covered ground (the bones in the snow that the PCs have a chance of spotting) or move forward from hidden positions within the ruins of the keep.

TACTICS

Sir Dzrak strides forward arrogantly though the battle, supporting his troops with his aura and the pure devastation of his *unholy flames*. He seeks out those worthy of his attention—usually a defender, most definitely a paladin of Pelor or the Raven Queen—and he calls out a challenge for them to battle him one on one. Of course he is not as honorable as calling out such a challenge makes him seem. He has no problem making opportunity attacks against soft targets, and his real goal is to keep the defender busy as his Risenguard and ghosts assault the PCs controller and leader characters.

The pair of tormenting ghosts focuses their attacks on pesky controller or flying enemies. If tactically prudent, they split up, dominating the controller and the PCs' leader.

The group of Risenguard stationed within the ruins pushes forward and moves into position to pepper their enemies with arrows—preferably through the arrow slits. Those hidden in the snow rise to face their enemy in melee and work to give their fellow minions and their master opportunities to flank.

DEVELOPMENT

Sir Dzrak does not yield and does not talk if the PCs find a way to capture him. Unlike most death knights,

Sir Dzrak has a phylactery that works exactly like a lich's. It's kept in the possession of his dread lord. He knows that his service to Orcus is too important for his destruction to be permanent.

If the PCs discover Sir Dzrak's ruse and defeat the death knight and his minions, they can proceed into the lower works of the keep toward Sir Keegan's tomb.

If the PCs search the area for clues, a successful DC 22 Perception check discovers a strange green scale close to the entrance of the lower works. A successful DC 20 Arcana check recognizes it as the scale of a marilith—a six-armed demon who is a master of swordplay.

False Sir Keegan Level 24 Elite Soldier (Leader) (Sir Drzak)

Medium natural humanoid (undead) XP 12,100

Initiative +16 **Senses** Perception +11; darkvision

Marshal Undead aura 10; lower-level undead allies in the aura gain a +2 bonus to their attack rolls.

AC 40; **Fortitude** 36, **Reflex** 36, **Will** 36

HP 440; **Bloodied** 220; see also *second wind*

Immune disease, fear, poison; **Resist** 15 necrotic;

Vulnerable 15 radiant

Saving Throws +2

Speed 6, fly 6

Action Points 1

⊕ **Soulsword** (standard; at-will) ♦ **Necrotic, Weapon**

+30 vs. AC; 2d12 + 18 damage plus 10 necrotic damage (42 + 3d6 damage plus 10 necrotic damage on a critical).

⊕ **Icy Death Strike** (standard; at-will) ♦ **Necrotic, Weapon**

Requires soulsword; +23 vs. AC; 2d12 + 18 plus 10 necrotic and cold damage and the target is dazed (save ends).

⊕ **Warrior's Challenge** (standard; encounter) ♦ **Necrotic, Weapon**

Requires soulsword; +23 vs. AC; 3d12 + 18 plus 10 necrotic damage, and the target is pushed 2 squares. All enemies within 2 squares of the target are marked until the end of the death knight's next turn.

⊕ **Unholy Flames** (standard; recharge ☞ ☞) ♦ **Fire, Necrotic**

Close burst 2; +19 vs. Reflex; 6d10 + 18 fire and necrotic damage to living creatures. Undead creatures within the

burst (including the death knight) deal an extra 3d8 fire damage with melee attacks until the end of the death knight's next turn.

Combat Challenge

Every time the death knight attacks an enemy, whether that attack hits or misses, the death knight can mark that target. The mark lasts until the end of the death knight's next turn. In addition, whenever an adjacent enemy shifts, the death knight makes a melee basic attack against that enemy (as an immediate interrupt).

Indestructible

When Sir Drzak is reduced to 0 hit points, his body and possessions crumble into dust, but he is not destroyed. He reappears (along with its possessions) in 1d10 days within 1 square of his phylactery, unless the phylactery is also found and destroyed.

Second Wind (standard; encounter) ♦ Healing

The death knight spends a healing surge and regains 110 hit points. The death knight gains a +2 bonus to all defenses until the start of its next turn.

Alignment Evil

Languages Abyssal, Common

Skills Bluff +20

Str 24 (+19)

Dex 15 (+14)

Wis 11 (+12)

Con 20 (+17)

Int 13 (+13)

Cha 17 (+15)

Equipment plate armor, light shield, soulsword (longsword), Sir Padraig's letter to the PCs

FEATURES OF THE AREA

Illumination: The light depends on the time of day.

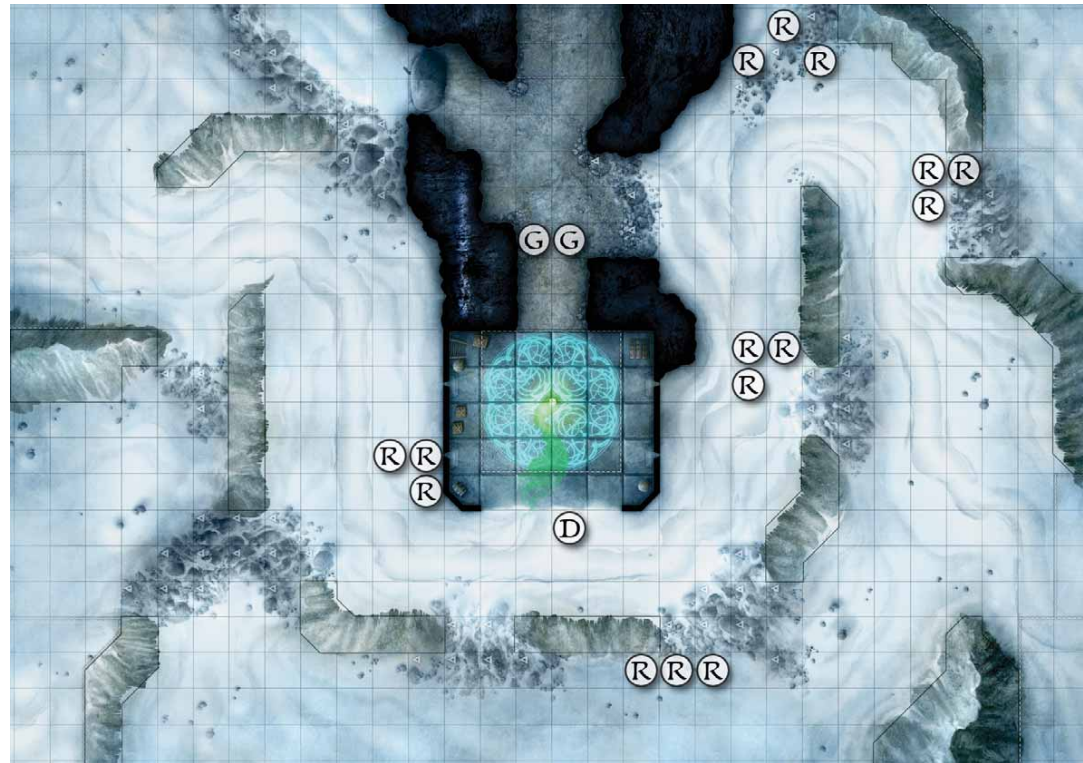
Boulder: The boulder on the far side of the tower ruins costs 4 squares to enter instead of the normal 2, but creatures adjacent to the boulder can gain cover from it from enemies on the other side of the boulder.

Cliffs: The 20-foot tall cliff faces are sheer and slippery. It takes a successful DC 30 Athletics check to climb them.

Cliff Side Rock Falls: Areas of the cliff sides that have difficult terrain marks due to the rock fall cost 4 squares to enter instead of the usual 2 squares due to the slick and steep conditions.

Sacred Circle: The circle is an artifact from when the tower defended this section of the valley, and creatures within the circle gain a +2 bonus to all attack rolls.

Tower Rubble: The difficult terrain near the tower entrance is standard—it costs 2 squares to enter.



15 Riseguard of Drzak (R) Level 22 Minion
Medium natural animate (undead) XP 1,038 each

Death's Icy Grasp aura 1; living creature that start their turn in the aura take 5 cold damage and are slowed until the end of their next turn.

Initiative +11 **Senses** Perception +11; darkvision

HP 1; a missed attack never damages a minion.

AC 25; **Fortitude** 25, **Reflex** 24, **Will** 22

Resist 15 necrotic; **Vulnerable** 10 radiant

Speed 8

⬇ **Fullblade** (standard; at-will) ♦ **Weapon**

+24 vs. AC; 8 damage, 10 damage on a critical.

⬆ **Longbow** (standard; at-will) ♦ **Weapon**

+24 vs. AC; 10 damage, 15 damage on a critical.

Alignment Evil **Languages** Supernal

Str 21 (+16) **Dex** 20 (+16) **Wis** 17 (+14)

Con 18 (+15) **Int** 10 (+11) **Cha** 8 (+10)

Equipment plate armor, fullblade

2 Tormenting Ghosts (G) Level 21 Controller
Medium shadow humanoid (undead) XP 3,200 each

Initiative +19 **Senses** Perception +17; darkvision

HP 152; **Bloodied** 76

AC 32; **Fortitude** 30, **Reflex** 34, **Will** 32

Immune disease, poison; **Resist** insubstantial

Speed fly 6 (hover); phasing

⬇ **Spirit Touch** (standard; at-will) ♦ **Necrotic**
+24 vs. Reflex; 2d8 + 9 necrotic damage.

⬆ **Ghostly Possession** (standard; recharge ⏳) ♦ **Charm**

Target must be a living humanoid; +24 vs. Will; the tormenting ghost enters the target's space and is removed from play, and the target is dominated (save ends). The tormenting ghost can use this power against only one creature at a time. When the target is no longer dominated, or when the tormenting ghost chooses to end its *ghostly possession* (a free action), the ghost reappears in a square adjacent to the target.

⚡ **Burst of Terror** (standard; recharge ⏳) ♦ **Fear, Necrotic**
Close burst 5; targets enemies; +24 vs. Will; 1d8 + 9 necrotic damage, the target is pushed 5 squares, and the target is dazed and immobilized (save ends both).

✳ **Ghostly Terrain** (standard; at-will) ♦ **Zone**
Area burst 1 within 10; the area is suddenly filled with ghostly lights, wisps of necrotic mist, and the faint whispers of the dead. The zone is difficult terrain and lightly obscured. Any creature that enters or ends its turn in the zone is immobilized (save ends). The zone lasts until the end of the encounter or for 5 minutes.

Spectral Shift (immediate reaction, when missed by a melee attack; at-will)

The tormenting ghost shifts 3 squares.

Alignment Evil **Languages** Common

Skills Stealth +24

Str 11 (+10) **Dex** 28 (+19) **Wis** 14 (+12)

Con 20 (+15) **Int** 12 (+11) **Cha** 25 (+17)

K2: HARSH INTERROGATION

Encounter Level 23 (28,350 XP)

SETUP

- 1 great flameskull (F)
- 1 glabrezu (G)
- 1 marilith (M)

As the PCs approach Sir Keegan’s tomb, they can hear a commotion coming from up ahead.

Before the PCs reach the encounter area, read the following:

High-pitched and maniacal laughter echoes from a point deeper in the lower works of the keep, in the direction of Sir Keegan’s tomb. After the laughter, the same high voice utters something that’s hard to make out.

PCs succeeding at a DC 28 Perception check make out what the voice is saying:

“This has all been very entertaining, Keegan, but I believe you have outlived your usefulness. Prepare to meet oblivion.”

You can’t be sure, but you think you hear a weak voice whisper “thank you” in response.

From their location, it takes the PCs scant seconds to reach the encounter area, and when they do, they find the shrine to Bahamut and Sir Keegan’s tomb in utter shambles. The agents of Orcus have demolished the place and desecrated the iconography dedicated to the Platinum Dragon. As the PCs enter, the trio is about to finish off the undead knight, since they’ve gained all the useful information they are going to get from him.

TACTICS

Once the demons and the flameskull realize they are not alone, they move into action to take on the threat. The glabrezu squeezes through the tomb’s entrance and into melee with the PCs. The marilith snakes around, using its *weapon dance* if necessary, to place itself in a tactical position where it can attack as many PCs as possible. The great flameskull—the leader of this grim operation—stays behind its wall of demons, while spitting its *flame ray* and *firestorm* at the PCs from a distance.

DEVELOPMENT

If the PCs save Sir Keegan, they can question him about his summons, the Winter Witch, and the minions of Orcus that are swarming through the ruins of the Keep on the Shadowfell. If the PCs are fooled by Sir Dzrak and return here only after the minions of Orcas have destroyed the death knight, they must wait a month (at which point all could be lost) or gain the information with a successful use of a *Speak with Dead* ritual.

The following is the information Keegan can give the PCs (in question and answer format).

Q: Why did you summon us here?

Winterhaven, the Nentir Vale, and the entire region are threatened. The Winter Witch has returned and if she has her way, she will bury the entire world in frost. You need to right another of my failures and stop her.

Great Flameskull		Level 24 Artillery
Small natural animate (undead)		XP 6,050
Initiative +19	Senses Perception +22; truesight 6	
HP 174; Bloodied 87		
Regeneration 10		
AC 37; Fortitude 34, Reflex 39, Will 37		
Immune disease, poison; Resist 20 fire, 10 necrotic;		
Vulnerable 5 radiant		
Speed fly 10 (hover)		
⬇️ Fiery Bite (standard; at-will) ♦ Fire	+26 vs. AC; 1d4 damage plus 2d6 fire damage.	
⚡ Flame Ray (standard; at-will) ♦ Fire	Ranged 20; +28 vs. Reflex; 2d8 + 10 fire damage, and the target is dazed until the end of the great flameskull’s next turn.	
⚡ Firestorm (standard; encounter) ♦ Fire	Area burst 4 within 20; +27 vs. Reflex; 3d6 + 10 fire damage. Miss: Half damage. The firestorm blocks line of sight, deals 10 fire damage to any creature that starts its turn in the area, and disappears at the end of the great flameskull’s next turn. The great flameskull can exclude allies from the effect.	
Mage Hand (minor; at-will) ♦ Conjuration	As the wizard power <i>mage hand</i> (Player’s Handbook 158).	
Illumination		
The great flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.		
Alignment Unaligned	Languages Common, one other	
Skills Stealth +24		
Str 10 (+12)	Dex 25 (+19)	Wis 21 (+17)
Con 24 (+19)	Int 30 (+22)	Cha 28 (+21)

Q: How did you find out about the Winter Witch?

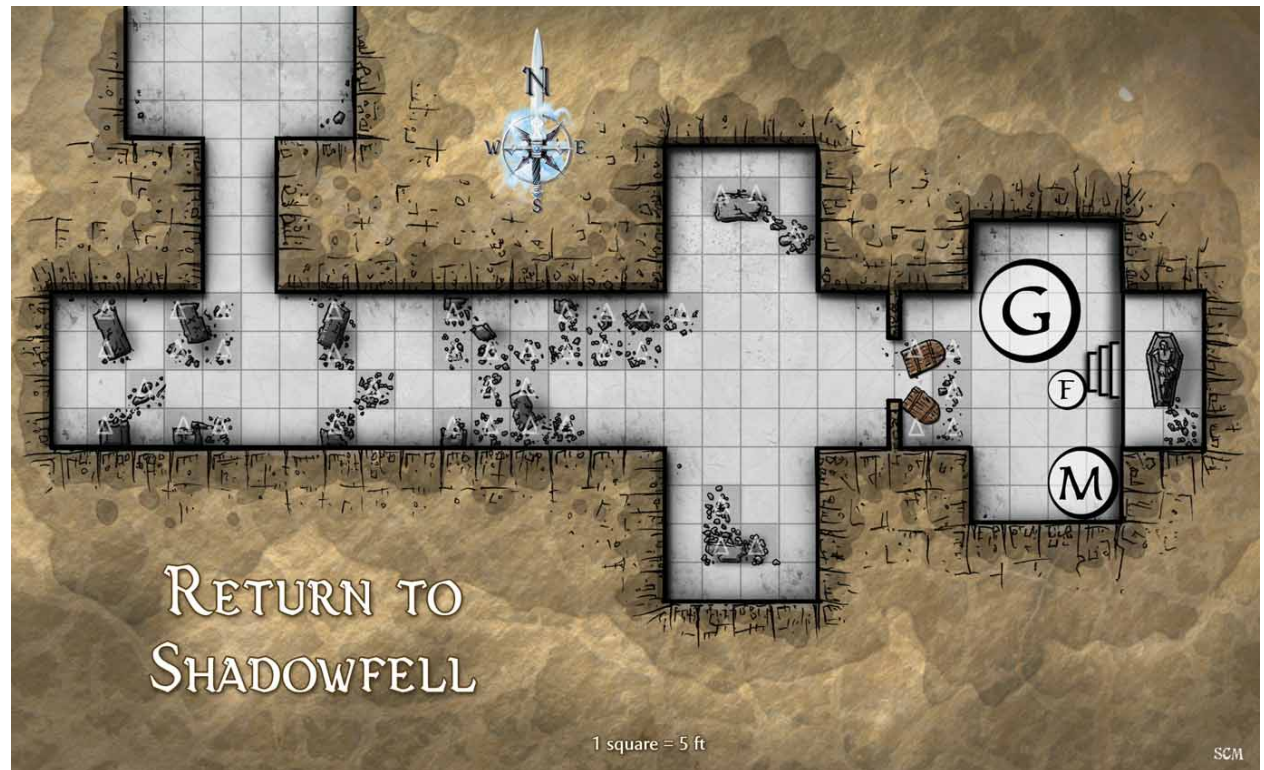
When I was a boy, I was squire to one of a group of knights sent by the empire to stop her last march. We were bold, strong, and armed with her nemesis—an artifact in the form of a mote of pure sunlight called the Sun's Sliver. But ultimately we failed. Though we forced her to flee the world and we put an end to her last winter, we did slay her. Now you must succeed where we failed.

Q: How do we defeat the Winter Witch?

My order hid the Sun's Sliver, binding it under a powerful seal hidden in a monastery that sits high in the Dawnforge Mountains. If you retrieve it and confront the Winter Witch in her lair, you can destroy her. But you must hurry. For I've failed you again. Those agents of Orcus tricked me into revealing the location of the monastery and the seal. They are already one step ahead of you, and without the Sun's Sliver you can hope only to banish the Winter Witch. Her evil will come again.

Q: What do demons and undead have to do with this?

At first I was puzzled as to why the filth of Orcus would be interested in the Sun's Sliver and Koliada's cold march, but during his interrogation, the flameskull told me the reason. Not only does Orcus want to corrupt the holy artifact to his own use, he wants the Winter Witch to succeed in her goal of freezing the entire northlands. A great evil lies dormant in a lowland volcano south of here. A winter freeze would unlock it, or so the flameskull claimed.



As the last knight of his order, he knights each of the PCs, and teaches them the ritual they need to open the seal and retrieve the Sun's Sliver. He then gives them these final words of warning.

The seal is not the only thing protecting the Sun's Sliver. A mighty invoker bound an angel of prophecy in with the artifact. He must be defeated before you can gain the Sun's Sliver.

FEATURES OF THE AREA

Illumination: None.

Smashed Sarcophagi: The sarcophagi once held the undead remains of knights sharing Sir Keegan's curse, but the flameskull and the demons have toppled them, smashed them, and left bits of the skeletons' undead remains scattered on the floor, creating squares of difficult terrain.

Smashed Altars: The two altars that used to stand in the inner alcoves have also been smashed by the demons. What is left of them constitutes difficult terrain.



Glabrezu		Level 23 Elite Brute
Huge elemental humanoid (demon)		XP 10,200
Initiative +14	Senses Perception +18; truesight 6	
HP 520; Bloodied 260; see also <i>arcane fury</i>		
AC 39; Fortitude 42, Reflex 37, Will 37		
Resist 20 variable (3/encounter; see glossary)		
Saving Throws +2		
Speed 8, fly 8		
Action Points 1		
⬇ Pincer Claw (standard; at-will)		
Reach 3; +26 vs. AC; 2d8 + 8 damage.		
⬇ Double Attack (standard; at-will)		
The glabrezu makes two pincer claw attacks. If both claws hit the same target, the target is grabbed (until escape) if the glabrezu so chooses.		
⤴ Abyssal Bolt (minor; at-will)		
Ranged 10; +24 vs. Reflex; 3d4 + 7 damage.		
⬅ Blphemous Word (minor; encounter) ⬆ Psychic		
Close burst 5; targets enemies; +24 vs. Will; 1d12 + 7 psychic damage, and the target is dazed until the end of the glabrezu's next turn.		
⬅ Chaos Word (minor; recharge [3])		
Close burst 5; targets enemies; +24 vs. Fortitude; 1d12 + 7 damage. This damage bypasses all resistances.		
Arcane Fury (free, when first bloodied; encounter)		
The glabrezu teleports 8 squares, recharges its <i>blphemous word</i> and <i>chaos word</i> powers, and makes an <i>abyssal bolt</i> , <i>blphemous word</i> , or <i>chaos word</i> attack.		
Alignment Chaotic evil		Languages Abyssal, Common
Skills Arcana +23, Bluff +19, Intimidate +19		
Str 26 (+19)	Dex 17 (+14)	Wis 14 (+13)
Con 20 (+16)	Int 24 (+18)	Cha 16 (+14)

Marilith		Level 24 Elite Skirmisher
Large elemental humanoid (demon)		XP 12,100
Initiative +22	Senses Perception +21; darkvision	
HP 440; Bloodied 220		
AC 38 (42 when using <i>shroud of steel</i>); Fortitude 36, Reflex 35, Will 33		
Resist 20 variable (3/encounter; see glossary)		
Saving Throws +2		
Speed 8		
Action Points 1		
⬇ Scimitar (standard; at-will) ⬆ Weapon		
Reach 2; +29 vs. AC; 2d10 + 9 damage (crit 6d10 + 29).		
⬇ Hacking Blades (free, when an adjacent enemy misses the marilith with a melee attack; at-will) ⬆ Weapon		
The marilith makes a scimitar attack against the enemy.		
⬇ Shroud of Steel (standard; at-will) ⬆ Weapon		
The marilith makes two scimitar attacks and uses its other scimitars to parry incoming attacks, gaining a +4 bonus (+1 per scimitar) to AC until the start of its next turn.		
⬇ Weapon Dance (standard; recharges when first bloodied) ⬆ Weapon		
The marilith makes six scimitar attacks. Each time it hits, the marilith shifts 1 square.		
Alignment Chaotic evil		Languages Abyssal
Skills Bluff +23, Insight +21, Intimidate +23, Stealth +25		
Str 28 (+21)	Dex 26 (+20)	Wis 19 (+16)
Con 20 (+17)	Int 14 (+14)	Cha 22 (+18)
Equipment 6 scimitars		

SC2: FINDING VEIRA RIMEFIRE

Encounter Level 24 (12,100 XP)

SETUP

Once the PCs reach Gloomwrought and start looking for Veira, start the skill challenge.

Finding Veira Rimefire **Level 24**
Skill Challenge XP 12,100

The search for Veira Rimefire takes you to almost every corner of Gloomwrought.

The PCs spend time looking for more information about Veira.

Complexity

2 (requires 6 successes before 3 failures)

Primary Skills

Streetwise

Other Skills

Bluff, Diplomacy, Insight, Intimidate, or Perception

Victory

The PCs find out that Veira Rimefire was a lesser wizard with no link to the problems of the mortal world. They've been tricked by the undead knight outside of the Keep on the Shadowfell.

Defeat

The PCs are told that they can find Veira Rimefire in the Blackearth Cemetery. See the section on that cemetery below. It takes two full days to reach the remote cemetery, and two days to come back by the same method.

Special

Finding Veira is an arduous trial. The usually the PCs can only gain one success a day. If the PCs take six days or less to complete the skills challenge (success or failure) they will still have enough time to return to the Keep on the Shadowfell, gain important information from the remains of Sir Keegan by means of a Speak with Dead ritual, and make it to the Monastery of St. Alabat before Orcus's agents open the seal and take the Sun's Sliver. If it takes them more than six day, the Sun's Sliver is lost and they will have to confront Koliada without it.

Streetwise

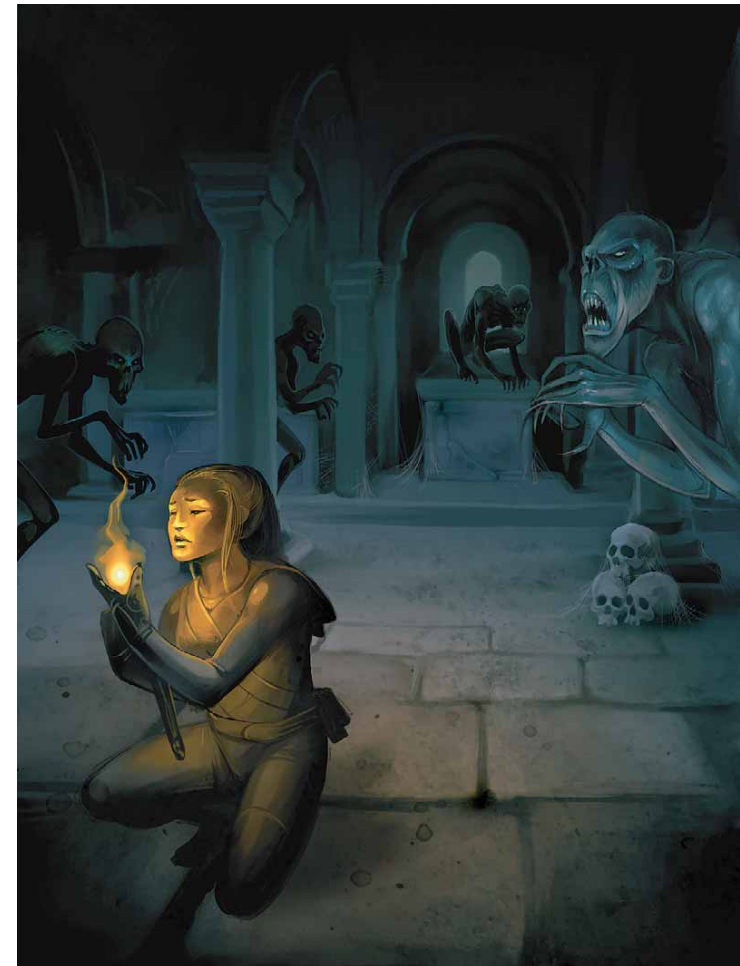
DC 24 (1 success, maximum 6 successes, no more than 1 each day). The first few successes lead the PCs to people who may know of Vox's whereabouts. Those initial leads haven't seen Vox in many years, and don't remember her being particularly powerful, but have information as to where the PCs can continue their search for the wizard. The last success leads the PCs to the person who killed Vox—a tiefling paladin of the Raven Queen named Wrath. He tells the PCs that Vox was nothing more than a petty criminal that he brought to justice when Vox tried to rob a pilgrimage. He is sure that Vox could not be the Winter Witch or a creature causing so much trouble in the world.

Bluff, Diplomacy, Insight, Intimidate, or Perception

DC 27 (0 successes) With a failed Streetwise check, each of these skill checks can be tried once by the PC to turn the failed check into a success. Through keen insight, careful negotiation, finding your way through rough areas to a source that's willing to talk, the PC finds a lead that assists them in discovering more information about Veira.

EXPANDING THE SKILL CHALLENGE

The skill challenge given above is a very general abstraction of events as the PCs search for Veira in Gloomwrought. It's meant to be played quickly. If you want this to become an extended stay in the village, and create a side mission or mini-adventure, you might want to expand the skill challenge out so that each one is part of a small roleplaying encounter that could be part of other encounters you design.



G1: THE CEMETERY

Encounter Level 23 (25,500 XP)

SETUP

1 desecration

When the PCs try to dig up the grave for further clues, read the following:

The ground rumbles, and the remains of those interred issue forth violently from the black dirt of the cemetery. The earth and corpses coalesce into an animate amalgamation. Once in its vaguely human form, an unnatural voice rasps from the strange maw that uses the rib bones for its teeth.

“Death to desecrators,” it says as it advances toward you.

TACTICS

As a relatively simple encounter, the fight has no encounter map. The desecration’s goal is simple: to punish those who desecrated its graveyard. It typically lashes out with its *unholy smite* and *double attack*, reserving its *mouth of darkness* power for pesky strikers. It continue its assault until destroyed, following the PCs into the bog if need be.

FEATURES OF THE AREA

Illumination: The area’s illumination depends on the time of day.

Desecration		Level 23 Solo Controller
Gargantuan natural animate (earth, undead)		XP 25,500
Initiative +14 Senses Perception +14; darkvision		
Aura of Malevolence (Fear) aura 10; any enemy within the aura that attacks with a radiant power takes a -2 penalty to the attack roll.		
HP 1,075; Bloodied 538; see also <i>dark plague</i> and <i>second wind</i>		
AC 39; Fortitude 38, Reflex 33, Will 37		
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 10 radiant		
Saving Throws +5		
Speed 8		
Action Points 2		
⬇	Unholy Smite (standard; at-will) ♦ Necrotic	
	Reach 4; +28 vs. AC; 3d6 + 15 necrotic damage, and ongoing 15 necrotic damage (save ends).	
⬇	Double Attack (standard; at-will) ♦ Necrotic	
	The desecration makes two unholy smite attacks.	
⬇	Mouth of Darkness (standard; at-will) ♦ Necrotic	
	Reach 4; +26 vs. Reflex; 2d12 + 15 necrotic damage, and the target is grabbed.	
⬅	Dark Plague (when first bloodied and again when the desecration is reduced to 0 hit points) ♦ Necrotic	
	Close burst 20; targets enemies; +24 vs. Fortitude; the target is weakened (save ends). In addition, the target loses a healing surge. Miss: Half damage, and the target is weakened until the end of its next turn. The target does not lose a healing surge.	
Rejuvenation		
A desecration rises at full hit points one day after it has been destroyed. Only a quest destroys the creature completely, preventing it from using the <i>rejuvenation</i> power.		
Second Wind (standard; encounter) ♦ Healing		
The desecration spends a healing surge and regains 269 hit points. The desecration gains a +2 bonus to all defenses until the start of its next turn.		
Alignment Chaotic evil		Languages –
Str 26 (+19)	Dex 16 (+14)	Wis 16 (+14)
Con 23 (+17)	Int 10 (+11)	Cha 24 (+18)



MI: DEATHWATCH AT RAVENSROOST

Encounter Level 26 (46,000 XP)

SETUP

- 1 death titan (G)
- 2 dread wraiths (W)
- 1 phane (P)

The PCs enter this area by way of a long and winding mountain trail that winds its way up to the ruins. At the end of the train, just shy of the ruins, is a black stone bridge that is somewhat obscured by mists creeping up from the chasm it spans.

When the PCs approach the bridge, read:

A black stone bridge stretches across a chasm and into the mists that swirl up from the breach. Just beyond, the silhouette of the broken monastery peeks through the mist. The bridge is mostly unadorned, but a pair of large raven-shaped statues crowns the bridge's abutments at this end at least. Atop the right-hand statue, a real raven—foreboding and impossibly black with glowing red eyes—is perched.

The mists diffuse and obscure the light somewhat. Beyond it a group of creatures serving the sorrows-worn Morthalat—a death titan, dread wraiths, and a phane—stand guard diligently, silent as the grave.

The ravens atop the abutments are shadowravens also in the service of Morthalat—part of the shadow raven swarms that perch inside the ruined monastery. These ravens are here to serve as lookouts for activity coming across the bridge (though they're not particularly observant since their passive Perception is 16). At the first sight of the PCs, they fly toward the monastery, cawing loudly, which sets Morthalat's underlings in motion (see "Tactics," below) and, if at least one of the ravens makes it into the monastery, it ultimately warns Morthalat that interlopers approach.

Shadowraven

Initiative +12, **Perception** +6
HP 1; missed attack never damage a shadowraven
AC 39, **Fort** 37, **Reflex** 30, **Will** 16;
Speed 2, 12 fly (hover).

TACTICS

Unless the PCs can successfully escape the notice of the shadowravens and sneak across the bridge (the phane's passive Perception is 25), the death titan moves up to cut off the path off the bridge, but stops short of squeezing onto it.

The dread wraiths dart out of the conifer copses and harry the PCs on the bridge or those who are using flight to bypass the giant's choke point.

The phane keeps its distance for as long as the death titan is keeping the PCs at bay. It shoots its *wizening ray* at defenders engaged with the death titan, controllers, and leaders in that order of priority.

The goal of these creatures is to stop the PCs from interrupting Morthalat's work within the monastery, and they pursue that goal to the death.

Death Titan (T)	Level 25 Elite Brute	
Huge shadow humanoid (giant)	XP 14,000	
Initiative +18	Senses Perception +20; darkvision	
Soulburner aura 5; enemies in the aura take a -2 penalty to attack rolls and defenses; a creature that dies within the aura bestows one soul shard to the death titan (see <i>soul shroud</i>).		
HP 574; Bloodied 287		
AC 39; Fortitude 42, Reflex 38, Will 35		
Resist 30 necrotic		
Saving Throws +2		
Speed 8		
Action Points 1		
⚔ Greataxe (standard; at-will) ♦ Weapon		
Reach 3; +28 vs. AC; 2d8 + 10 damage (crit 6d8 + 26).		
⚔ Double Attack (standard; at-will) ♦ Weapon		
The death titan makes two greataxe attacks.		
☠ Soul Devourer (standard; recharge [3]) ♦ Necrotic		
Ranged 5; +28 vs. Fortitude; the target loses a healing surge, and the death titan's soul shroud gains one soul shard. A target without healing surges takes damage equal to half its total hit points.		
⚡ Soulfire Burst (standard; at-will) ♦ Necrotic		
Close burst 1; +26 vs. Reflex; 2d12 + 6 necrotic damage. The death titan must expend one soul shard to use this power.		
🍖 Consume Soul Shard (minor; at-will) ♦ Healing		
The death titan expends one soul shard and regains 20 hit points.		
Soul Shroud		
The <i>soul shroud</i> contains soul shards that swirl around the death titan to protect and empower it. At the beginning of an encounter, the <i>soul shroud</i> contains four soul shards. While the <i>soul shroud</i> is depleted of soul shards, the death titan takes a -2 penalty to attack rolls.		
Alignment Evil	Languages Giant	
Skills Intimidate +20		
Str 31 (+22)	Dex 23 (+18)	Wis 17 (+15)
Con 27 (+20)	Int 12 (+13)	Cha 16 (+15)
Equipment plate armor, greataxe		

FEATURES OF THE AREA

Illumination: The lighting depends on the time of day.

Bridge: This ancient bridge is not only physically sturdy, it is magically enhanced. It has the following statistics: AC 4; Fortitude 30; hp 400.

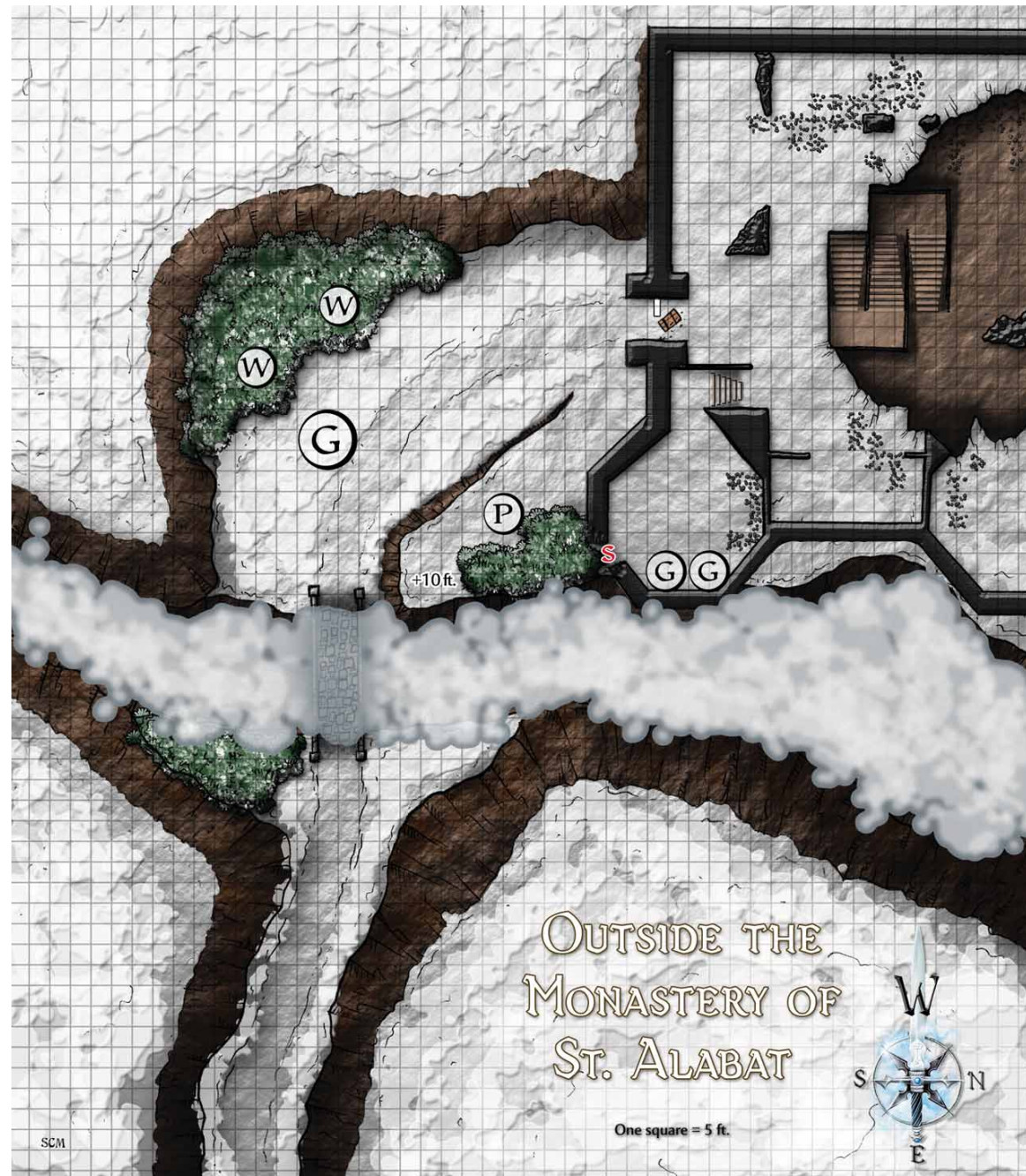
Chasm: A frozen mountain river winds its way 150 feet (30 squares) below the bridge.

Monastery's Front Door: The door has been burst open, and it offers no real resistance to those seeking entrance to the inner ruins.

Secret Door: The secret door is difficult to spot (Perception DC 27) and must either be burst through (AC/Reflex 4; Fortitude 24; hp 80) or opened with a DC 30 Thievery check. Busting down the door or failing the Thievery check by 5 or more rouses the two inert golems inside (see "St. Alabat's Last Secret" above).

Snow Drifts: The snow in the area is normal terrain; it is not deep enough to seriously impede movement.

Trees: The trees are difficult and cover terrain.



2 Dread Wraiths (W)		Level 25 Lurker
Large shadow humanoid (undead)		XP 7,000
Initiative +25	Senses Perception +18; darkvision	
Shroud of Night aura 5; bright light in the aura is reduced to dim light, and dim light becomes darkness.		
HP 124; Bloodied 62; see also <i>death strike</i>		
Regeneration 20 (if the dread wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)		
AC 37; Fortitude 33, Reflex 37, Will 37		
Immune disease, fear, poison; Resist 30 necrotic, insubstantial;		
Vulnerable 15 radiant (see also <i>regeneration</i> above)		
Speed fly 10 (hover); phasing; see also <i>shadow glide</i>		
⊕ Dread Blade (standard; at-will) ♦ Necrotic		
Reach 2; +28 vs. Reflex; 2d10 + 9 necrotic damage, and the target is weakened (save ends).		
↖ Death Shriek (when reduced to 0 hit points) ♦ Psychic		
Close blast 3; targets enemies; +27 vs. Will; 4d6 + 9 psychic damage, and the target is dazed (save ends). <i>Miss</i> : Half damage, and the target is not dazed.		
Combat Advantage ♦ Necrotic		
The dread wraith deals an extra 3d6 necrotic damage against any target it has combat advantage against.		
Shadow Glide (move; encounter)		
The dread wraith shifts 6 squares.		
Spawn Wraith		
Any humanoid killed by a dread wraith rises as a free-willed dread wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.		
Alignment Chaotic evil	Languages Common	
Skills Stealth +26		
Str 18 (+16)	Dex 28 (+21)	Wis 12 (+13)
Con 20 (+17)	Int 14 (+14)	Cha 28 (+21)

Phane (P)		Level 26 Elite Controller
Large immortal magical beast		XP 18,000
Initiative +23	Senses Perception +25; darkvision	
HP 478; Bloodied 239		
AC 41; Fortitude 38, Reflex 41, Will 38		
Resist insubstantial		
Saving Throws +2		
Speed 10, fly 10		
Action Points 1		
⊕ Temporal Touch (standard; at-will)		
Reach 2; +29 vs. Reflex; 2d8 + 10 damage, and the target is slowed until the end of the phane's next turn. The phane shifts 4 squares before or after making this attack.		
✂ Wizening Ray (standard; at-will)		
Ranged 10; +29 vs. Fortitude; 2d6 + 9 damage, and the target is dazed and weakened (save ends both). <i>Aftereffect</i> : The target is weakened (save ends). The target appears elderly until the effects of the <i>wizening ray</i> end.		
↖ Wizening Tempest (standard, usable only while bloodied; at-will)		
Close burst 1; phanes are immune; +29 vs. Fortitude; 2d6 + 10 damage, and the target is stunned (save ends). <i>Aftereffect</i> : The target is dazed and weakened (save ends both). The target appears elderly until the effects of the <i>wizening tempest</i> end.		
Temporal Fugue (minor; at-will)		
By moving backward and forward in time, a phane can remove one effect afflicting it.		
Alignment Unaligned		Languages Supernal
Str 24 (+20)	Dex 30 (+23)	Wis 25 (+20)
Con 23 (+19)	Int 28 (+22)	Cha 22 (+19)



M2: MORTHALAT'S ENDGAME

Encounter Level 26 (52,228 XP)

SETUP

Morthalat, shadowsworn deathlord (M)

3 shadowraven swarms (S)

6 tomb guardian thralls (T)

As the PCs enter the area, the forces of Orcus are on the verge of victory. Even before they see what's going on here, they hear the strange whirling buzz of the *Engine of Lum*.

When the full area comes into the PCs' view, read the following:

Down the stairs, some 80 feet below, is a collapsed section of the monastery. At the far end of it, covering a large section of the floor, is a gargantuan seal made of stone and gold and etched with glowing purple Supernal runes. At the far end of the room is a strange machine—a large blackish purple crystal lying on its sides. Electric blue energy shoots from the crystal toward a series of four pylons positioned symmetrically around the seal. Held up off the ground by ornate legs of matte black metal, the crystal is studded here and there with plates of the same matte black metal, which is adorned with knobs, buttons, switches, gyroscopes, levers, and other whirling devices. A bizarre winged humanoid, looking something like a mix of demon and undead, anxiously inspects the strange control patterns on the machine.

The arcane engine shoots out toward the tip of the crystal and toward a pylon made up of the strange same metal and a lesser crystal. From there, the energy swirls around the pylon before splitting into two streams, each

shooting to a similar pylon beyond. The energy from those two meets again at a fourth pylon that sits opposite the first in the group encircling the seal.

After weeks of frustration, Morthalat is ecstatic that he has finally found the right settings on the outlandish and complicated *Engine of Lum* to break the tricky ward that stands between him and the Sun's Sliver. He becomes enraged when he finds that a group of powerful PCs enters to threaten him.

When Morthalat sees the PCs, read the following:

"Foolish and puny creatures of this world, do not interfere with the work of Orcus, or your bones will adorn the walls of Everlost."

DEVELOPMENT

If the PCs don't disrupt the *Engine of Lum*, it opens the seal on its seventh turn in the encounter, and Remliel bursts out of the ward and joins the fray (see tactical encounter "M3: Remliel," below). If the PCs disrupt the *Engine of Lum*, they can open the seal by using the ritual Sir Keegan gave them. These are the only two ways to open the seal.

If defeated and captured, Morthalat's bluster turns to a craven need to survive at any costs. He tells the PCs all he knows, including the reason for the Blood Lord's desire to obtain the Sun's Sliver.

"In the southland there is a crater lake atop a still active volcano, and on that lake, there is an island with a bubbling volcanic spring. What few know is that an ancient primordial is trapped under the lake. If that bubbling spring is ever completely frozen over by winter's chill—cold spells, prayers, and invocations will not do—the primordial trapped there will be freed. Orcus has made a deal with the

Winter Witch—if he captures and corrupts the Sun's Sliver, she'll push winter farther southward toward Smoking Lake.

While Orcus's desire to free the primordial bound in the Smoking Lake is beyond the scope of this adventure, it could provide an interesting adventure of your own design!

THE ENGINE OF LUM

Though an artifact in its own right, and one of the many creations of the legendary Lum the Mad, for the purposes of this adventure the *Engine of Lum* is presented as a piece of active terrain, with the following rules.

Engine of Lum

Initiative +22

On Its Turn most of the artifact's power is focused on breaking down the seal of Remliel's defenses. After 7 turns it completes its task.

HP 299; Bloodied 148

AC 39; Fortitude 37, Reflex 39, Will 36

← **Eldritch Feedback** (free action, when the engine or the pylons are attacked, or an attempt to disable the device with a Thievery check fails by 5 or more)

Close burst 3 center on a square adjacent to the triggering creature; +33 vs. Reflex; 4d6 +8 lightning damage, and the target is stunned until the end of its next turn.

Countermeasures

Thievery (standard action): A 4 success before 3 failure skill challenge shuts down the device or a pylon, disrupting the Engine.

Arcana (standard action): A 4 success before 3 failure skill challenge shuts down the machine by manipulating its strange controls on the main engine.

If you want, you can give out the Engine of Lum as treasure, but this strange and fickle artifact does not give out its secrets easily (and it has many) and figuring out what it can do and how to work the machine should be its own epic quest.

TACTICS

When the tomb guardian thrall at the top of the stairs spots the PCs, it makes enough commotion to warn its fellow farther down the stairs, and that warning then spreads to the others. The group clamors up the stairs to confront the threat, aided by the shadowraven swarms perched among rocks in the area's periphery.

Morthalat does not enter combat at first. He hangs back to protect the *Engine of Lum*. He knows he is close to breaking the seal, and he wants to see the job through. If the PCs approach the machine, he flies over the seal and the energy produced by the *Engine* to confront the PCs, using his *reap and fade* power to harry their approach.

FEATURES OF THE AREA

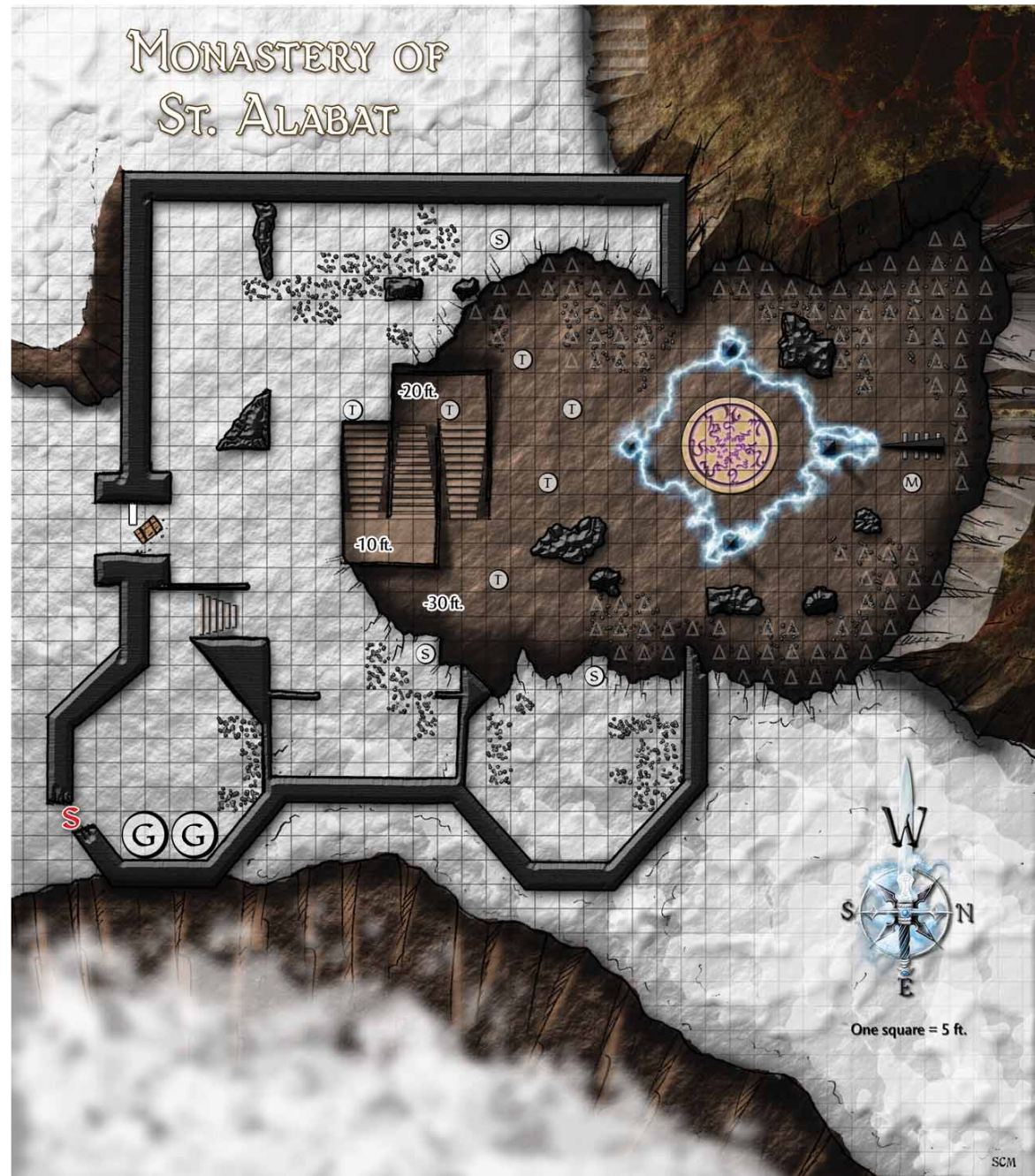
Illumination: The lighting in the area depends partially upon the time of day (since these are ruins, the buildings are not fully intact).

Rubble: The rubble in this area is difficult terrain.

Large Debris Pieces: A number of large pieces of collapsed debris are here. They are typically 20 feet tall and serve as blocking terrain only for those who are not 5 or more squares above them.

Stairs: The stairs are steep. It costs 2 squares to go up the stairs, but only 1 square to go down the stairs.

Snow Drifts: The snow in the area is normal terrain; it is not deep enough to seriously impede movement.



3 Shadowraven Swarms (S) Level 27 Brute

Medium shadow beast (swarm) XP 11,000

Initiative +20 **Senses** Perception +14; darkvision

Swarm Attack aura 1; the shadowraven swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 296; **Bloodied** 148

AC 39; **Fortitude** 37, **Reflex** 39, **Will** 36

Resist half damage from melee and ranged attacks;

Vulnerable 10 against close and area attacks

Speed 2, fly 12 (hover)

⊕ **Swarm of Talons** (standard; at-will) ♦ **Necrotic** +30 vs. Reflex; 2d8 + 4 damage plus 1d8 necrotic damage.

⊕ **Murder's Wrath** (standard, usable only while bloodied; encounter)

The shadowraven swarm shifts up to 6 squares and can move through enemy-occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The swarm cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.

Alignment Unaligned **Languages** –

Str 20 (+18) **Dex** 24 (+20) **Wis** 12 (+14)

Con 16 (+16) **Int** 2 (+9) **Cha** 18 (+17)

6 Tomb Guardian Thralls (T) Level 22 Minion

Medium natural animate (undead) XP1,038

Initiative +19 **Senses** Perception +15; darkvision

HP 1; a missed attack never damage a minion

AC 34; **Fortitude** 33, **Reflex** 34, **Will** 32

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 8

⊕ **Twin Scimitar Strike** (standard; at-will) ♦ **Weapon**

The skeletal tomb guardian makes two scimitar attacks against the same target: +25 vs. AC; 5 damage (7 damage on a crit). This also holds true for opportunity attacks.

⊕ **Cascade of Steel** (standard; at-will) ♦ **Weapon**

The skeletal tomb guardian makes two *twin scimitar strike* attacks (four scimitar attacks total).

⊕ **Sudden Strike** (immediate reaction, when an adjacent enemy shifts; at-will) ♦ **Weapon**

The skeletal tomb guardian makes a melee basic attack against the enemy.

Alignment Unaligned **Languages** –

Str 26 (+19) **Dex** 27 (+19) **Wis** 19 (+15)

Con 24 (+18) **Int** 3 (+7) **Cha** 3 (+7)

Equipment 4 scimitars

Morthalat (M) Level 28 Lurker (Leader)

Large shadow humanoid XP 13,000

Initiative +31 **Senses** Perception +26; darkvision

Mournful Whispers aura 1; any enemy that starts its turn in the aura is dazed until the start of its next turn.

HP 204; **Bloodied** 102

AC 42; **Fortitude** 38, **Reflex** 41, **Will** 38

Speed 8, fly 10 (hover); phasing

⊕ **Dark Scythe** (standard; at-will) ♦ **Necrotic, Psychic, Weapon**

Reach 2; +32 vs. AC; 4d10 + 9 necrotic and psychic damage, and the target is weakened until the end of the sorrowsworn deathlord's next turn.

⊕ **Reap and Fade** (standard; recharge ⓁⓂⓂⓂ) ♦ **Necrotic, Psychic, Teleportation**

The sorrowsworn deathlord makes a *dark scythe* attack, teleports 10 squares, and turns insubstantial until the start of its next turn.

Bleak Visage ♦ **Fear**

Melee and ranged attacks made against the sorrowsworn deathlord take a -2 penalty to the attack roll.

Alignment Unaligned **Languages** Common

Skills Insight +26, Stealth +32

Str 28 (+23) **Dex** 36 (+27) **Wis** 24 (+21)

Con 30 (+24) **Int** 24 (+21) **Cha** 30 (+24)

Equipment robes, scythe



M3: REMLIEL

Encounter Level 23 (25,500 XP)

SETUP

Remliel, Angel of Prophecy

This encounter occurs either when the *Engine of Lum* destroys the last wards of the seal of Remliel or when the PC uses the ritual given to them by Sir Keegan to lower the wards.

When this happens, an angel of prophecy, Remliel, bursts from the ward to confront those who dared break it.

When this happens, read the following:

The violet runes on the seal glow in intensity, and then flicker out. With a sharp cracking sound, fissures start to form on the stone and gold of the seal. The ground rumbles as the seal blasts out in all directions, as a huge angelic form armed with a pair of icy katars bursts from the seal.

If the *Engine of Lum* freed the angel, instead of using Remliel's initiative, just place him in the initiative right after the *Engine's* turn. He bursts out from the seal as a free action, and when he does, the shock of the egress makes the following close burst attack from the seal:

↩ **Blast of the Broke Seal** (free, when Remliel bursts forth from the seal; encounter) ⚡ **Thunder**
Close burst 5; +26 vs. Fortitude; 3d6 + 9 thunder damage, and the target is pushed 3 squares and knocked prone.

Remliel ends his move 12 squares (60 feet) above the seal, spends the rest of his turn assessing the situation, and says in Common:

"Mortals, look upon me and despair. Though it was hoped that this day would never come, prophecy also foretold it must. Know that the light that lies below can be removed only over my lifeless form. Only through this trial by combat can I give up the Sun's Sliver."

TACTICS

Remliel begins his assault by flying down to striking distance of the strongest or most menacing combatant. If Morthalat is still on the field, he begins with the sorrowsworn. Remliel starts by placing his *mark of prophecy* on the first target he engages, and then he uses his *katars death dance* to take care of multiple combatants. He then spends an action point to repeat the *katars death dance* during his first turn in combat.

Once he is reduced to 0 or fewer hit points, the angel plays dead (Bluff +19 against the PCs' passive Insight each round) for as long as he can to regain strength and renew his duty.

DEVELOPMENT

Once the PCs defeat Remliel, they find the *Sun's Sliver* at the bottom of the 50-foot-deep pit that the seal once covered.

FEATURES OF THE AREA

Illumination: The lighting in the area depends partially upon the time of day (since these are ruins, the buildings are not fully intact).

Remliel, Angel of Prophecy		Level 23 Solo Skirmisher
Huge immortal humanoid (angel)		XP 4,800
Initiative +20	Senses Perception +23	
Angelical Presence Attacks against Remliel take a -2 penalty until Remliel is bloodied.		
HP 981; Bloodied 490; see also, <i>prophecy of rebirth</i> .		
AC 40; Fortitude 38, Reflex 37, Will 37		
Immune disease, fear; Resist 15 thunder, 15 cold, 15 radiant		
Saving Throws +5		
Speed 8, fly 12 (hover)		
Action Points 2		
⚔ Katar (standard; at-will) ⚡ Cold, Radiant, Weapon		
Reach 3; +28 vs. AC; 1d10 + 8 damage plus 2d8 cold and radiant damage (crit 18 + 1d10 damage plus 16 cold and radiant damage).		
⚔ Katar Death Dance (standard; at-will) ⚡ Cold, Radiant, Weapon		
Remliel can make four katar against different enemies. After each attack Remliel makes (hit or miss), he can shift 2 squares.		
⚔ Mark of Prophecy (minor; at-will)		
Reach 3; +26 vs. Will; the target is under the effects of Remliel's <i>mark of prophecy</i> . Remliel can only have one creature under the effects of a <i>mark of prophecy</i> at time. The <i>mark of prophecy</i> has the following effects: the target is marked by Remliel, and while marked and within sight of Remliel, when the target hits Remliel, the angel can force it to reroll the attack at a -2 penalty. Also, once on each of his turns as a free action, if Remliel misses the target with a melee attack, the angel can reroll that attack.		
↩ Word of Prophecy (free, when first bloodied; encounter) ⚡ Thunder, Fear		
Close burst 3; +23 vs. Will; 3d8 + 9 thunder damage, and the target is pushed 3 squares and takes ongoing 10 psychic and is slowed (save ends both).		
Prophecy of Rebirth		
The first time each day that Remliel is reduced to 0 or fewer hit points, he gains regeneration 10 until he regains hit points equal to his bloodied amount or is reduced to 0 or fewer hit points again, whichever comes first.		
Threatening Reach		
Remliel can make opportunity attacks against all enemies within his reach (3 squares).		
Alignment Any	Languages Supernal	
Skills Acrobatics +23, Insight +23, Intimidate +24		
Str 29 (+20)	Dex 24 (+18)	Wis 25 (+18)
Con 26 (+19)	Int 19 (+15)	Cha 27 (+19)
Equipment plate armor, 2 katars		

SI: FROZEN PASSAGE

Encounter Level 26 (47,450 XP)

SETUP

- 4 iceling slashers (I)
- 3 ice troll rimehammers (T)
- Colzath, iceling mage (C)

If traveling by foot, the PCs approach by way of the ledge trail that winds its way up to the western section of the map.

If the PCs use flight to assault the overhang from another direction, modify the encounter appropriately, which means that Colzath sounds the ice horn earlier, doing so as soon as she's threatened.

When the PCs approach, read:

The wind blows fiercely here, and the snow swirls in a way that obscures your vision. Just barely in the distance, you can make out the strange circle of blue ice you seek. It sits on a thick glacial overhang covered with snow and pocked with boulders that must have fallen somewhat recently from near the peak of Crone's Finger.

Amid the blowing snow, creatures shamble and flit.

Nearer to the trail that leads to the overhang are a quartet of icy fey—their thin blue forms flitter about and are at times held aloft clumsily by translucent wings of what appears to be thin ice. They are quicker on the ground, and they wrestle among themselves with savage glee, seemingly using sharp teeth and icicle claws in their violent play.

Beyond them, near an area choked with the frozen folk that litter the other areas of the Winter Witch's advance, is a group of three ice trolls. Each wields a maul made of solid ice.

Near the far edge of the overhang, next to what appears to be a horn made of solid ice, stands another of the icy fey. This one wears white, ice-crusting robes and wields a staff of black ice. Not engaging in the frivolities of her kin, her face is fixed in a more serious countenance, as if lost in thought.

FEATURES OF THE AREA

Illumination: The lighting depends on the time of day.

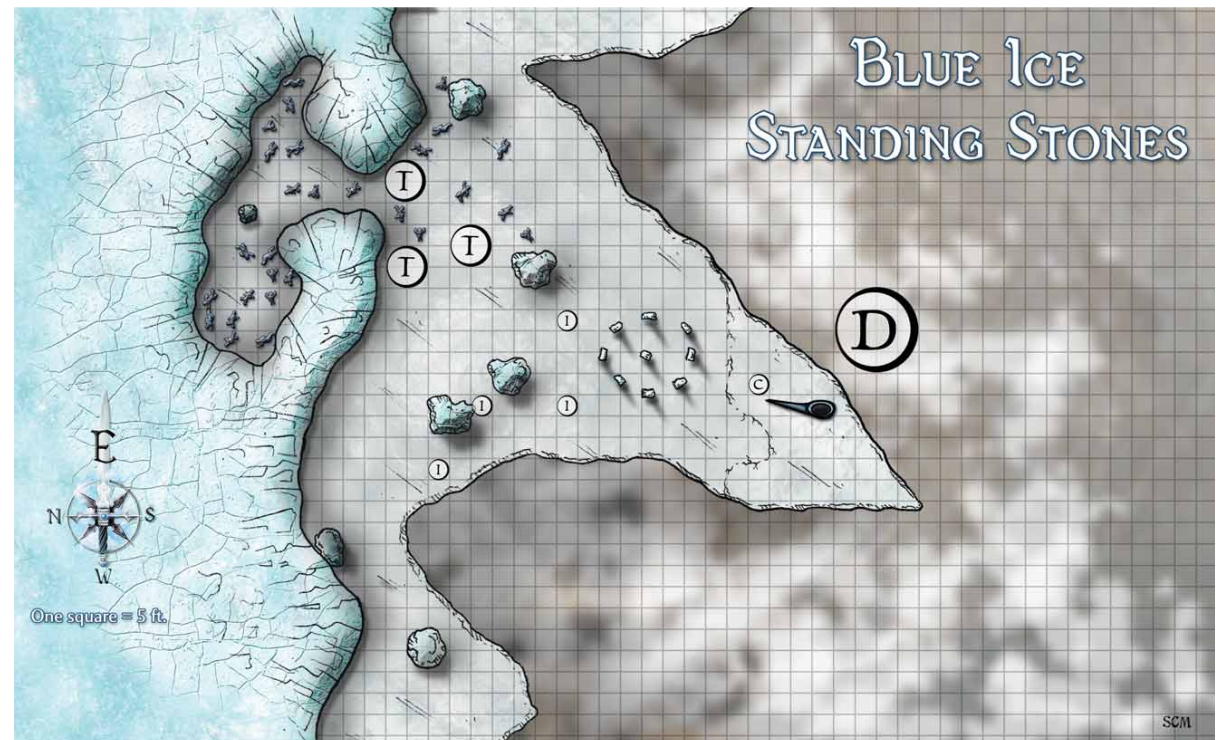
Boulders: The boulders are 2 squares tall (10 feet) and serve as blocking terrain for creatures not flying over it.

Ice Horn: The ice horn is difficult terrain that can grant cover.

Frozen Victims: The frozen victim is like a statue; it is difficult terrain that grants a creature cover.

Over the Edge: A PC pushed over the edge of the ledge or snow overhang gets a saving throw. If the PC saves, he or she is knocked prone. If the PC fails, the fall is 200 feet to the bottom, but the PC can attempt a saving throw each 20 feet to try to hold on to an icy ledge or overhang somewhere below. On a save, the PC takes falling damage for that amount, but he or she can go back up to the ledge and back to the fight. It takes 1 round for each 5 feet the character fell to make it back up by foot.

Snow Drifts: The snow in the area is deep. Those without ice walk treat the snow here as difficult terrain.



TACTICS

Bored and waiting for their mistress, who has been absent from the world for the past few weeks, the icelings and trolls are bored and eager to fight. They move forward and engage with a savage glee as soon as they spot the PCs.

The icelings engage in hit-and-run tactics with their *slick assault* and *frost step* attacks, and the natural synergy provided by the ice troll's aura. They provide flanks to the ice trolls whenever possible.

Vicious and cruel, the ice trolls try to lock down the PCs and beat them to a bloody mess. They don't hesitate to *bull rush* those who stray too close to the edges of the ledges and overhangs (an attack line for this attack has been added to the stat block).

The iceling mage, Colzath, stays back, peppering the PCs with her *freezing bolt* and *venomous hailstorm*. She stays close to the ice horn, blowing it (a standard action) when or just before she is threatened by melee combatants. Blowing the horn summons the dragon Kurikveaeri from his lair below (see "S2: Kurikveaeri Rises" below).

4 Iceling Slashers (I)	Level 23 Skirmishers
Medium fey humanoid (cold)	XP 5,100
Initiative +22	Senses Perception +18; low-light vision
HP 210; Bloodied 105	
AC 37; Fortitude 35, Reflex 37, Will 34	
Immune cold	
Speed 10 (ice walk), fly 6 (clumsy)	
⊕ Claws (standard; at-will) ♦ Cold	
+28 vs. AC; 2d10 + 8 cold damage.	
↓ Slick Assault (standard; recharge 5/6) ♦ Cold	
Make 2 claw attacks against two different targets. If both hit, the iceling can shift 5 squares a free action.	
Frost Step (move; encounter) ♦ Cold , Teleportation	
The iceling teleports 10 squares, making the following attack to all creatures that are adjacent to it when it teleports: +25 vs. Fortitude; target is immobilized and takes ongoing 15 cold damage (save ends both).	
Alignment Unaligned	Languages Common, Elven
Skills Insight +26, Stealth +32	
Str 17 (+14)	Dex 28 (+20) Wis 25 (+18)
Con 26 (+19)	Int 22 (+17) Cha 19 (+15)

Colzath, Iceling Mage (C)	Level 24 Artillery
Medium fey humanoid (cold)	XP 6,050
Initiative +21	Senses Perception +18; low-light vision
HP 170; Bloodied 85	
AC 37; Fortitude 34, Reflex 37, Will 34	
Immune cold	
Speed 10 (ice walk), fly 6 (clumsy)	
⊕ Claws (standard; at-will) ♦ Cold	
+30 vs. AC; 2d8 + 4 cold damage.	
⊗ Freezing Bolt (standard; at-will) ♦ Cold	
Ranged 20; +29 vs. Reflex; 3d8 + 9 cold damage and the target is slowed until the end of its next turn.	
✱ Venomous Hailstorm (standard; recharge 2/3/4) ♦ Cold , Poison	
Burst 1 within 20; +27 vs. Fortitude; 2d8 + 9 cold damage, and the target takes ongoing 15 poison damage (save ends).	
Frost Step (move; encounter) ♦ Cold , Teleportation	
The iceling teleports 10 squares, making the following attack to all creatures that are adjacent to it when it teleports: +25 vs. Fortitude; target is immobilized and takes ongoing 15 cold (save ends both).	
Alignment Unaligned	Languages Common, Elven
Skills Insight +26, Stealth +32	
Str 17 (+15)	Dex 29 (+21) Wis 22 (+18)
Con 26 (+20)	Int 26 (+20) Cha 19 (+16)
Equipment robes, staff of black ice	

3 Ice Troll Rimehammers (T)	Level 25 Soldier
Large natural humanoid	XP 7,000
Initiative +21	Senses Perception +18
Emanating Cold aura 1; any enemy that starts its turn in the aura is slowed by the numbing cold until the start of its next turn.	
HP 227; Bloodied 113	
Regeneration 20 (if the troll takes acid or fire damage, regeneration does not function until the end of its turn)	
AC 41; Fortitude 39, Reflex 37, Will 36	
Speed 8 (ice walk)	
⊕ Maul (standard; at-will) ♦ Weapon	
Reach 2; +32 vs. AC; 2d8 + 10, and the target takes ongoing 15 cold damage (save ends).	
⊕ Bull Rush (standard; at-will)	
+28 vs. Fortitude; the ice troll pushes the target 1 square and shifts into the vacated space.	
↓ Frenzied Strike (free, when a troll's attack bloodies an enemy; at-will)	
The troll makes a maul attack.	
↓ Rimehammer (standard action; recharge 2/3)	
Reach 2; +32 vs. AC; 4d8 + 10 and the target takes ongoing 10 cold damage and is immobilized (save ends both).	
Troll Healing ♦ Healing	
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Athletics +27, Endurance +25	
Str 30 (+22)	Dex 25 (+19) Wis 22 (+18)
Con 27 (+20)	Int 9 (+11) Cha 14 (+14)
Equipment Scale armor, maul	

S2: KURIKVEAERI RISES

Encounter Level 24 (30,250 XP)

SETUP

Kurikveaeri, ancient white dragon (D)

When Colzath blows the ice horn, the dragon Kurikveaeri is summoned from its ice cave in the vale below. Roll for the dragon's initiative. It flies to the spot next to the icy overhang on its initiative a round after the iceling mage sounds the note.

Read the following when Kurikveaeri appears:

For a moment the harsh winds atop the mountain turn into a hurricanelike gale, and the overhang begins to shake. Then, a giant white dragon's form blots out what little sunlight there is here. Its massive wings beat out a rhythm more thunderous than those of the giant bellows in deep dwarven holds. Calmly, arrogantly, the white wyrm assesses the situation while still on the wing. It looks at you with what you can only figure is inhuman disdain, and roars one word: "Die!"

TACTICS

Kurikveaeri is arrogant, brutal, blunt, and bound by ancient pact to Koliada and the protection of her passage to the Feywild. He typically starts with a blast of his *breath weapon*, knowing it does not affect the icelings, and not caring what it does to any nearby trolls. He then launches into melee, landing near the far tip of the glacial overhang (the collapsible part) if it can. It wants to draw the PCs on to it, and then use its *frightful presence* just before collapsing the section.

It then continues its assault until defeated or victorious.

FEATURES OF THE AREA

Since this encounter takes place in the same space as "S1: Frozen Passage" it has the same terrain features. The difficult terrain effect of dragon's aura and the difficult terrain for the snow drifts do not stack.

The only different terrain feature is the collapsing icy overhang, which is presented as a power that only Gargantuan creatures (namely Kurikveaeri) can use.

❄️ Collapsing Shelf (standard; encounter)

This attack targets all creatures on the collapsible section of the ice shelf (the far end designated by the thin black line on the map); +27 vs. Reflex; the target falls as the shelf collapses, but gets a saving throw to hold on to an edge. **Successful Save:** The target can attempt to climb 15 feet up on its next action (Athletics DC 25) and make it to the edge of the collapsed section. **Failed Saving Throw:** The target starts to fall 200 feet to the bottom. Each 20 feet it gains another saving throw. On a save, the target falling damage for the amount fallen, but can make its way up the ledge back to the fight. It takes one round for each 5 feet the target fell, to make it back up by foot.

Kurikveaeri, Ancient		Level 24 Solo Brute
White Dragon (D)		
Gargantuan natural magical beast (dragon)		XP 30,250
Initiative +15	Senses Perception +21; darkvision	
Aura of Winter (Cold) aura 5; a creature that enters or begins its turn in the aura takes 30 cold damage. The ground is treated as difficult terrain, and creatures flying in the aura (other than the dragon) move at half speed. Creatures in the aura have concealment against ranged attacks.		
HP 1,145; Bloodied 572; see also <i>bloodied breath</i>		
AC 38; Fortitude 43, Reflex 37, Will 38		
Resist 30 cold		
Saving Throws +5		
Speed 9 (ice walk), fly 9 (hover), overland flight 12		
Action Points 2		
⊕ Bite (standard; at-will) ♦ Cold		
Reach 4; +29 vs. AC; 2d12 + 7 plus 3d12 cold damage (plus an extra 3d12 cold damage on a successful opportunity attack).		
⊕ Claw (standard; at-will)		
Reach 4; +29 vs. AC; 2d12 + 7 damage.		
⊕ Dragon's Fury (standard; at-will)		
The dragon makes two claw attacks. If the dragon hits a single target with both claws, it makes a bite attack against the same target.		
✂️ Icy Tomb (standard; recharge ☞ ☞) ♦ Cold		
Ranged 10; +27 vs. Fortitude; the target is encased in ice, takes 4d12 + 9 cold damage, and is restrained and stunned (save ends both).		
⚡ Breath Weapon (standard; recharge ☞ ☞) ♦ Cold		
Close blast 5; +27 vs. Reflex; 8d6 + 9 cold damage, the target is slowed and weakened (save ends both), and the white dragon makes a secondary attack against the target. <i>Secondary Attack:</i> +27 Fortitude; the target's cold resistance is negated until the end of the encounter.		
⚡ Bloodied Breath (free, when first bloodied; encounter)		
♦ Cold		
The dragon's breath weapon recharges, and the dragon uses it immediately.		
⚡ Frightful Presence (standard; encounter) ♦ Fear		
Close burst 10; targets enemies; +27 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
Alignment Evil	Languages Common, Draconic	
Skills Athletics +29		
Str 25 (+19)	Dex 17 (+15)	Wis 18 (+16)
Con 29 (+21)	Int 15 (+14)	Cha 15 (+14)

WI: ORCHARD OF DEADLY CHILLS

Encounter Level 25 (42,000 XP)

SETUP

3 frostblight treants (T)

Before the PCs can gain entrance into Winter's Heart, they must defeat the group of frostblight treants who guard the stairs leading to Koliada's inner sanctum.

Read the following as the PCs approach Winter's Heart.

Across the ice bridge over the frozen lake, and at the front of the stairs that lead up to the cold spires of Winter's Heart, a trio of trees tower over a few of the Winter Witch's frozen victims. Leafless, and of black wood, they are glazed in frost, with jagged icicles hanging down from every gnarled branch.

As you approach, one of the trees twists so that it can gaze upon you with its strange blue glowing eyes. A section of its trunk separates to show a maw of icicles and sound a deep rumbling call. With that, the other trees start to shamble toward you.

TACTICS

The three frostblight treants serve as the door guards to Winter's Heart. They move into a defensive but advancing position to halt the process of the PCs, then use their *freezing roots* to hold the PCs in place for their slams and *shake the shards* attack. They continue their assault until they are slain, knowing that death is a better fate than the one their mistress could concoct for them if they fail.

3 Frostblight Treants (T)		Level 25 Elite Soldier
Huge fey magical beast (plant)		XP 14,000
Initiative +20	Senses Perception +17; low-light vision	
Frostblight Aura (Necrotic) aura 3; enemies that start their turn in the aura are slow and take 10 necrotic damage.		
HP 476; Bloodied 238		
AC 43; Fortitude 39, Reflex 36, Will 35		
Resist cold 15		
Vulnerable fire (a frostblight treant takes ongoing 5 fire damage [save ends] when damaged by fire).		
Saving Throws +2		
Speed 6 (ice walk)		
Action Points 1		
⬇ Slam (standard; at-will) ⬆ Cold		
Reach 3; +32 vs. AC; 2d10 + 9 damage, and ongoing 10 cold damage (save ends).		
⬇ Freezing Roots (minor; at-will) ⬆ Cold		
Reach 4; +28 vs. Reflex; the target takes 2d6 + 4 cold damage and is restrained (save ends). <i>Aftereffect:</i> immobilized until the end of the target's next turn.		
⬅ Shake the Shards (standard; encounter) ⬆ Cold		
The treant shakes the ice shards from its branches, out toward its enemies; close burst 3; enemies only; +32 vs. AC; 2d8 + 6 cold damage, and the target loses any resist cold (save ends).		
Alignment Unaligned		Languages Elven
Skills Nature +22, Stealth +23		
Str 33 (+23)	Dex 23 (+18)	Wis 18 (+17)
Con 30 (+22)	Int 16 (+15)	Cha 28 (+21)

FEATURES OF THE AREA

Illumination: The lighting depends on the time of day.

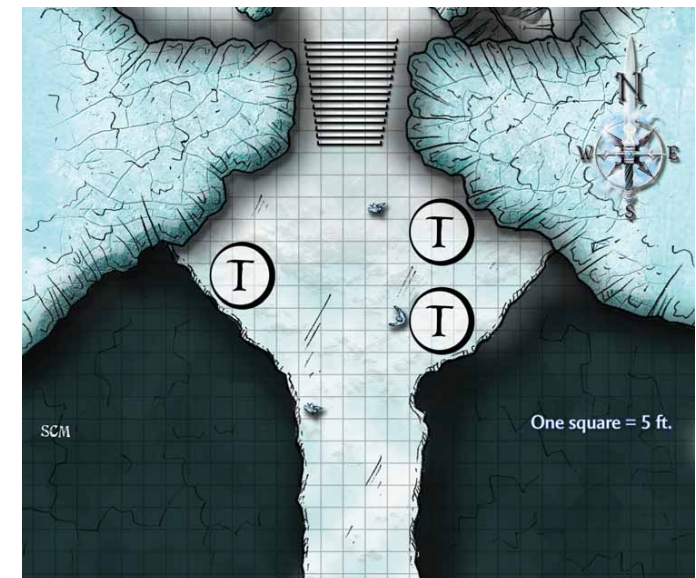
Stairs: The stairs are both slick and steep. Creatures without ice walk must spend an extra 2 squares of movement to go up the stairs, and an extra 1 square of movement to descend safely. A creature without ice walk can attempt to descend the stairs without treating them as difficult terrain, but doing so requires a successful DC 27 Acrobatics check, and failure means that the creature falls down the stairs, taking 1d6 damage with each square, and falling prone at the end of the stairs.

Frozen Lake: A creature that starts its turn in the frozen lake takes 20 cold damage and is dazed until the end of its next turn. Swimming in the freezing water requires a successful DC 15 Athletics check. Climbing out of the lake requires a successful DC 25 Athletics check.

Ice Horn: The ice horn is difficult terrain that can grant cover.

Frozen Victims: The frozen victim is like a statue. It is difficult terrain that grants a creature cover.

Icy Ground: The ice in the area is unnaturally slick, and it is difficult terrain for creatures without ice walk. Creatures who are not prone and do not have ice walk can attempt to slide on the ice, ignoring the difficult terrain, but a successful DC 27 Acrobatics check for each move action taken allows a creature to ignore the ice. If the creature fails, they fall prone, but the move action is not spent.



W2: WINTER'S HEART

Encounter Level 25 (35,700 XP)

SETUP

- 2 ghaeles of winter (G)
- 3 iceling slashers (I)
- 2 frostfury ice trolls (T)

Up the large frozen stairs is Winter's Heart, the seat of Koliada's power. Here the Winter Witch waits and watches her domain and the world by using a link between the eyes of those she has frozen and a large scrying crystal. More importantly, she waits here for those who attempt to move against her. Though she is surprised the PCs have gotten this far, she is resigned to fight them, but first she'll give her minions the chance to prove their worth and defeat this threat to her.

Read the following as they PCs approach Winter's Heart:

At the top of the frozen stairs is a vast chamber shaped entirely of ice. Two massive crevasses mar the floor to the right and the left, each dropping steeply to unknown depths. To the right is a trio of icelings, like those encountered on the top of Crone's Finger, while to the left is a pair of eladrin males wearing robes bearing a winter motif, their eyes glowing blue.

At the chamber's center, massive spires of ice twist like frozen stalagmites up hundreds of feet into the cloud-covered sky of Koliada's domain. Spaced regularly, the spires lead to a raised section of ice, which are accessible by a pair of frozen stairs that swirl up the farthest spires. Each stair is guarded by a savage ice troll. Their fierce forms ripple with muscle, their claws are long and sharp, and they snarl at you with a strange mix of fury and contempt.

Atop the ice shelf, among a few of her frozen victims, stands what must be Koliada, the Winter Witch. She's a stunningly beautiful eladrin woman with alabaster skin and midnight black hair. She wears a crown of icicles and wields a longsword made of black ice. She is cold in both appearance and demeanor, and she merely glances at you disinterestedly, then returns to studying a strange obelisk of pure elemental ice that sits at the center of the icy rise. With a mere wave of her snowy white hand, her servants move forward to engage their mistress's enemies.

TACTICS

Trolls and icelings move forward first, creating a front line of frost and fang while the ghaeles of winter move into position behind the wall, often flying to gain the best vantage point, and take shots at the PCs with *freezing ray*. At the right time, they move forward, attacking with *chilling defiance* and *imperious wrath*, hoping to daze as many of the PCs as they can before using *fey step* to move back into a support position.

The Winter Witch watches and waits, until it is clear that her minions are not up to the task, or the PCs overtly show the *Sun's Sliver*. At that point, she enters the fight.

Tactical Encounter: W3: The Lady's Attentions (page 57).

FEATURES OF THE AREA

Illumination: Bright light emanates from braziers that flicker with a silver-blue flame.

Stairs: The stairs are both slick and steep. Creatures without ice walk must spend an extra 2 squares of movement to go up the stairs, and an extra 1 square of movement to descend safely. A creature without ice walk can attempt to descend the stairs without treating them as difficult terrain, but doing so requires a successful DC 27 Acrobatics check, and failure means that the creature falls down the stairs, taking 1d6 damage with each square, and falling prone at the end of the stairs.

Frozen Lake: A creature that starts its turn in the frozen lake takes 20 cold damage and is dazed until the end of its next turn. Swimming in the freezing water requires a successful DC 15 Athletics check. Climbing out of the lake requires a successful DC 25 Athletics check.

Crevasses: The crevasses are 20 feet deep. It takes a successful DC 20 Athletics check to climb them.

Frozen Victims: A frozen victim is like a statue. It is difficult terrain that grants a creature cover.

Icy Ground: The ice in the area is unnaturally slick, and it is difficult terrain for creatures without ice walk. Creatures who are not prone, and do not have ice walk can attempt to slide on the ice, ignoring the difficult terrain, but a successful DC 27 Acrobatics check for each move action taken allows a creature to ignore the ice. If the creature fails, they fall prone, but the move action is not spent.



Ghaele of Winter **Level 21 Artillery**
 Medium fey humanoid, eladrin XP 3,200

Initiative +19 **Senses** Perception +16; low-light vision
HP 134; **Bloodied** 77
AC 33; **Fortitude** 30, **Reflex** 33, **Will** 33
Resist 25 cold, 25 radiant; **Vulnerable** necrotic (slowed until the end of the ghaele's next turn)
Saving Throws +5 against charm effects
Speed 6, fly 8 (hover); see also *fey step*
 ⊕ **Winter's Touch** (standard; at-will) ♦ **Cold**
 +25 vs. AC; 2d8 + 9 cold damage.
 ↗ **Freezing Ray** (standard; at-will) ♦ **Cold**
 Ranged 12; +25 vs. Reflex; 2d8 + 9 cold damage, and the target is slowed (save ends).
 ↶ **Chilling Defiance** (standard; at-will) ♦ **Cold, Healing**
 Close burst 3; targets enemies; automatic hit; the target takes 10 cold damage and is slowed until the end of the ghaele's next turn. The ghaele of winter regains 2 hit points for each enemy who takes damage from this power.
 ↶ **Imperious Wrath** (minor; recharges when the ghaele of winter regains at least 4 hit points with *chilling defiance*)
 Close burst 3; +23 vs. Will; the target is dazed until the end of the encounter.
Fey Step (move; encounter) ♦ **Teleportation**
 The ghaele of winter can teleport 5 squares.
Alignment Any **Languages** Common, Elven
Skills Arcana +15, Diplomacy +24, History +15, Insight +21, Intimidate +24, Nature +21
Str 17 (+13) **Dex** 28 (+19) **Wis** 22 (+16)
Con 22 (+16) **Int** 17 (+13) **Cha** 29 (+19)
Equipment robes

3 Iceling Slashers (I) **Level 23 Skirmishers**
 Medium fey humanoid (cold) XP 5,100

Initiative +22 **Senses** Perception +18; low-light vision
HP 210; **Bloodied** 105
AC 37; **Fortitude** 35, **Reflex** 37, **Will** 34
Immune cold
Speed 10 (ice walk), fly 6 (clumsy)
 ⊕ **Claws** (standard; at-will) ♦ **Cold**
 +28 vs. AC; 2d10 + 8 cold damage.
 † **Slick Assault** (standard; recharge 5 6) ♦ **Cold**
 Make 2 claw attacks against two different targets. If both hit, the iceling can shift 5 squares a free action.

2 Frostfury Ice Trolls (T) **Level 26 Brute**
 Large natural humanoid XP 7,000

Initiative +20 **Senses** Perception +19
Emanating Cold aura 1; any enemy that starts its turn in the aura is slowed by the numbing cold until the start of its next turn.
HP 287; **Bloodied** 148
Regeneration 20 (if the troll takes acid or fire damage, regeneration does not function until the end of its turn)
AC 38; **Fortitude** 39, **Reflex** 38, **Will** 36
Speed 8 (ice walk)
 ⊕ **Claws** (standard; at-will) ♦ **Cold**
 Reach 2; +29 vs. AC; 2d12 + 11 damage, and the target takes ongoing 15 cold damage (save ends).
 † **Frenzied Strike** (free, when a troll's attack bloodies and enemy; at-will)
 The troll makes two claw attacks, it scores a critical on 16+ with these attacks.
Frostfury (free action, when first bloodied; encounter)
 The troll makes a claw attack against every enemy within melee reach (reach 2), it scores a critical on 16+ with these attacks.
Troll Healing ♦ **Healing**
 If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.
Alignment Chaotic evil **Languages** Common, Giant
Skills Athletics +27, Endurance +25
Str 30 (+23) **Dex** 25 (+20) **Wis** 22 (+19)
Con 27 (+21) **Int** 9 (+12) **Cha** 14 (+15)

Frost Step (move; encounter) ♦ **Cold, Teleportation**
 The iceling teleports 10 squares, making the following attack to all creatures that are adjacent to it when it teleports: +25 vs. Fortitude; target is immobilized and takes ongoing 15 cold (save ends both).
Alignment Unaligned **Languages** Common, Elven
Skills Insight +26, Stealth +32
Str 17 (+14) **Dex** 28 (+20) **Wis** 25 (+18)
Con 26 (+19) **Int** 22 (+17) **Cha** 19 (+15)

W3: THE LADY'S ATTENTIONS

Encounter Level 26 (45,000 XP)

SETUP

Koliada the Winter Witch (W)

This tactical encounter begins when the Winter Witch's minions are losing the fight against the PCs (at least half are dead), when she is attacked, or when the PCs show her that they have the *Sun's Sliver*.

At this point read:

Koliada's coldly beautiful face twists in rage. "Insects!" she screeches. "I have been patient with you, but my largess has reached its limits. You've been an interesting distraction, but I tire of your meddling. Prepare to feel my touch. You will tremble. You will freeze. And you will serve me forever more."

TACTICS

Koliada either flies or teleports down to begin her assault, and she uses *fey charge* if the PCs are out of reach.

Because she can use those frozen by her *freezing touch* to gain a flank, she tries to position herself in those flanks whenever possible, and she makes strategic retreats to areas where they are most numerous. When bloodied, she retreats up to the ice shelf, where she can use her obelisk to regain hit points (see below).

Koliada, the Winter Witch		Level 26 Solo Skirmisher
Medium fey humanoid		XP 45,000
Initiative +25	Senses Perception +21; low-light vision	
Winter's Chill (Cold) aura 5; enemies that enter or start their turns in the aura take 10 cold damage and are slowed until the end of their next turn.		
HP 1,225; Bloodied 612		
AC 42; Fortitude 40, Reflex 42, Will 39		
Immune cold; Resist 15 lightning, 15 thunder		
Saving Throws +5 (+10 against charm effects)		
Speed 6, fly 6 (hover), teleport 8		
Action Points 2		
⊕ Sword of Black Ice (standard; at-will) ♦ Cold, Poison, Weapon		
+31 vs. AC; 2d8 + 12 damage plus 2d8 poison damage (crit 28 plus 16 poison damage +6d10 cold damage), and the target is dazed until the end of its next turn.		
↓ Sweeping Black Ice (standard; at will) ♦ Cold, Poison, Weapon		
Koliada makes a <i>Sword of Black Ice</i> attack against each adjacent enemy.		
↓ Freezing Touch (minor 1/round; recharge [⊕]) ♦ Cold		
Target creatures slowed by <i>winter's chill</i> ; +29 vs. Fortitude; 2d6 + 9 cold damage, and ongoing 10 cold damage and the target is immobilized (save ends both). First Failed Save: The target takes ongoing 10 cold damage and is restrained (save ends). Second Failed Save: the target is encased in Koliada's ice (see <i>winter's mistress</i> below).		
Sword of Black Ice (free action when Koliada creature dazed by the <i>Sword of Black Ice</i> ; daily)		
The target is stunned (save ends).		
Fey Charge (standard action; recharge 5 6) ♦ Teleportation		
Koliada can teleport 8 squares and make a melee basic attack.		
Winter's Mistress		
Koliada considers creatures incased in Koliada's ice as allies for flanking purposes.		
Combat Advantage		
When Koliada hits a creature that grants it combat advantage, that creature takes 2d6 extra cold damage loses any cold resist it has (save ends).		
Alignment Chaotic evil	Languages Common, Elven	
Skills Acrobatics + 28, Arcana +28, Endurance +27, Nature +26, Intimidate +24		
Str 25 (+20)	Dex 30 (+23)	Wis 26 (+21)
Con 29 (+22)	Int 24 (+20)	Cha 23 (+19)
Equipment <i>Sword of Black Ice</i>		

FEATURES OF THE AREA

Elemental Ice Obelisk: The obelisk is an enchanted sliver of elemental ice that Koliada can use to see through the eyes of any of the victims frozen by her *freezing touch*, and while she is within 3 squares of the obelisk, she can spend a minor action 1/turn to regain 20 hit points from the obelisk or make an immediate saving throw against all effects she is suffering from (Koliada's choice).

Stairs: The stairs are both slick and steep. Creatures without ice walk must spend an extra 2 squares of movement to go up the stairs, and an extra 1 square of movement to descend safely. A creature without ice walk can attempt to descend the stairs without treating them as difficult terrain, but doing so requires a successful DC 27 Acrobatics check, and failure means that the creature falls down the stairs, taking 1d6 damage with each square, and falling prone at the end of the stairs.

Frozen Victims: A frozen victim is like a statue. It is difficult terrain that grants a creature cover.

Icy Ground: The ice in the area is unnaturally slick, and it is difficult terrain for creatures without ice walk. Creatures who are not prone, and do not have ice walk can attempt to slide on the ice, ignoring the difficult terrain, but a successful DC 27 Acrobatics check for each move action taken allows a creature to ignore the ice. If the creature fails, they fall prone, but the move action is not spent.

APPENDIX 1: NEW MONSTERS

The following are new monsters that appear in this adventure.

ANGEL OF PROPHECY

AS SERVANTS OF DEITIES, ALL ANGELS HAVE PURPOSE. One of the rarest and most specialized forms is the angel of prophecy. Typically called to serve to protect an item or person of prophetic significance, these angels can serve other tasks of prophecy. Powerful and single minded, these angels neither accept nor give any quarter in the fulfillment of their duty.

ANGEL OF PROPHECY TACTICS

An angel of prophecy begins combat with its *mark of prophecy*, typically targeting the creature that appears to be the greatest threat. It then weaves through its enemies, a blur of katars and carnage until its task is done.

ANGEL OF PROPHECY LORE

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

DC 20: Protectors of prophecy or the guardians of items of prophecy, these angels cannot be reasoned with and they do not back down. They live only to fulfill their duty.

DC 25: When one encounters an angel of prophecy, one encounters something protected by a god. Though defeating an angel of prophecy is a victory to be savored, it can also be a harbinger of a greater threat to come.

Angel of Prophecy		Level 23 Solo Skirmisher
Huge immortal humanoid (angel)		XP 4,800
Initiative +20	Senses Perception +23	
Angelic Presence Attacks against the angel of prophecy take a -2 penalty until the angel of prophecy is bloodied.		
HP 981; Bloodied 490; see also, <i>prophecy of rebirth</i>		
AC 40; Fortitude 38, Reflex 37, Will 37		
Immune disease, fear; Resist 15 thunder, 15 cold, 15 radiant		
Saving Throws +5		
Speed 8, fly 12 (hover)		
Action Points 2		
⊕ Katar (standard; at-will) ♦ Cold, Radiant, Weapon		
Reach 3; +28 vs. AC; 1d10 + 8 damage plus 2d8 cold and radiant damage (crit 18 + 1d10 damage plus 16 cold and radiant damage).		
† Katar's Dance (standard; at-will) ♦ Cold, Radiant, Weapon		
The angel of prophecy can make four katar against different enemies. After each attack it makes (hit or miss) the angel of prophecy can shift 2 squares.		
† Mark of Prophecy (minor; at-will)		
Reach 3; +26 vs. Will; the target is under the effects of angel's <i>mark of prophecy</i> . The angel can only have one creature under the effects of a <i>mark of prophecy</i> at time. The <i>mark of prophecy</i> has the following effects: the target is marked by the angel and while marked and within sight of the angel when the target hits the angel, the angel can force it to reroll the attack at a -2 penalty. Also, once on each of its turns as a free action, if the angel misses the target with a melee attack, the angel can reroll that attack.		
↵ Word of Prophecy (free, when first bloodied; encounter) ♦ Thunder, Fear		
Close burst 3; +23 vs. Will; 3d8 + 9 thunder damage, and the target is pushed 3 squares and takes ongoing 10 psychic and is slowed (save ends both).		
Prophecy of Rebirth		
The first time each day that the angel is reduced to 0 or fewer hit points it gains regeneration 10 until it regains hit points equal to his bloodied amount or is reduced to 0 or fewer hit points again, whichever comes first.		
Threatening Reach		
The angel of prophecy can make opportunity attacks against all enemies within its reach (3 squares).		
Alignment Any		Languages Supernal
Skills Acrobatics + 23, Insight +23, Intimidate +24		
Str 29 (+20)	Dex 24 (+18)	Wis 25 (+18)
Con 26 (+19)	Int 19 (+15)	Cha 27 (+19)
Equipment plate armor, 2 katars		

ICELINGS

COLD AND VICIOUS FEY that look like ice-covered and winged quicklings (see *Monster Manual*, page 215), these creatures inundate the colder climes of the Feywild and are the favorite servants and spies of the archfey that make up the Winter Court.

Mischievous, cruel, and often having a dark and dangerous sense of humor, these creatures venture out into the colder part of the worlds to pursue their violent whims.

ICELING SLASHER TACTICS

Iceling slashers are mischievous cowards delighting in hit-and-run tactics. They use their mobility and their *slick assault* to accomplish this most times, saving their *frost step* for a quick retreat.

ICELING LORE

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

DC 15: Immune to cold, icelings are creatures made of ice. Some believe they are elemental creatures who became fey over time.

DC 25: Some believe the icelings all serve the Winter Witch, and act as her spies and agents even when they are in the employ of other members of the Winter Court.

Iceling Slasher		Level 23 Skirmisher	
Small fey humanoid (cold)		XP 5,100	
Initiative +22	Senses Perception +18; low-light vision		
HP 210; Bloodied 105			
AC 37; Fortitude 35, Reflex 37, Will 34			
Immune cold			
Speed 10 (ice walk)			
⊕ Claws (standard; at-will) ♦ Cold			
+28 vs. AC; 2d10 + 6 cold damage.			
↓ Slick Assault (standard; recharge 5 6) ♦ Cold			
Make 2 claw attacks against two different targets. If both hit, the iceling can shift 5 squares a free action.			
Frost Step (move; encounter) ♦ Cold, Teleportation			
The iceling teleports 10 squares, making the following attack to all creatures that are adjacent to it when it teleports: +25 vs. Fortitude; target is immobilized and takes ongoing 15 cold (save ends both).			
Alignment Unaligned		Languages Common	
Skills Insight +26, Stealth +32			
Str 17 (+14)	Dex 28 (+20)	Wis 25 (+18)	
Con 26 (+19)	Int 22 (+17)	Cha 19 (+15)	

ICE TROLLS

THOUGH THEY ARE CREATURES OF THE NATURAL WORLD, trolls have ventured forth into the Feywild to hunt and to serve fomorians, hags, or even the more evil members of the fey courts. The Winter Witch, though not a true hag, often is called one, and like a hag, she surrounds herself with troll minions—specifically some powerful specimens of ice trolls.

Ice Troll Rimehammer		Level 25 Soldier	
Large natural humanoid		XP 7,000	
Initiative +21	Senses Perception +18		
Emanating Cold aura 1; any enemy that starts its turn in the aura is slowed by the numbing cold until the start of its next turn.			
HP 227; Bloodied 113			
Regeneration 20 (if the troll takes acid or fire damage, regeneration does not function until the end of its turn)			
AC 41; Fortitude 39, Reflex 37, Will 36			
Speed 8 (ice walk)			
⊕ Maul (standard; at-will) ♦ Weapon			
Reach 2; +32 vs. AC; 2d8 + 10, and the target takes ongoing 15 cold damage (save ends).			
↓ Frenzied Strike (free, when a troll's attack bloodies an enemy; at-will)			
The troll makes a maul attack.			
↓ Rimehammer (standard action; recharge [ii])			
Reach 2; +32 vs. AC; 4d8 + 10 and the target takes ongoing 10 cold damage and is immobilized (save ends both).			
Troll Healing ♦ Healing			
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.			
Alignment Chaotic evil		Languages Common, Giant	
Skills Athletics +27, Endurance +25			
Str 30 (+22)	Dex 25 (+19)	Wis 22 (+18)	
Con 27 (+20)	Int 9 (+11)	Cha 14 (+14)	
Equipment scale armor, maul			

ICE TROLL TACTICS

Ice trolls are not subtle combatants. They plow into their enemy to spread carnage and slow them with their debilitating cold. The only subtle tactics these creatures show is the intelligent use of their auras to lock their enemies down.

ICE TROLL LORE

A character knows the following with a successful Nature check.

DC 15: Enemies that fight near these trolls are slowed down due to the cold that emanates from them.

DC 25: Ice trolls are some of the favorite minions of the Winter Witch, and some tribes in the world worship her almost like a god.

Frostfury Ice Troll		Level 26 Brute	
Large natural humanoid		XP 7,000	
Initiative +20	Senses Perception +19		
Emanating Cold aura 1; any enemy that starts its turn in the aura is slowed by the numbing cold until the start of its next turn.			
HP 287; Bloodied 148			
Regeneration 20 (if the troll takes acid or fire damage, regeneration does not function until the end of its turn)			
AC 38; Fortitude 39, Reflex 38, Will 36			
Speed 8 (ice walk)			
⊕ Claws (standard; at-will) ♦ Cold			
Reach 2; +29 vs. AC; 2d12 + 11 damage, and the target takes ongoing 15 cold damage (save ends).			
↓ Frenzied Strike (free, when a troll's attack bloodies an enemy; at-will)			
The troll makes two claw attacks, it scores a critical on 16+ with these attacks.			
Frostfury (free action, when first bloodied; encounter)			
The troll makes a claw attack against every enemy within melee reach (reach 2), it scores a critical on 16+ with these attacks.			
Troll Healing ♦ Healing			
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.			
Alignment Chaotic evil		Languages Common, Giant	
Skills Athletics +27, Endurance +25			
Str 30 (+23)	Dex 25 (+20)	Wis 22 (+19)	
Con 27 (+21)	Int 9 (+12)	Cha 14 (+15)	

APPENDIX 2: KOLIADA THE WINTER WITCH

A member of the mysterious Winter Court, headed by the Prince of Frost, Koliada the Winter Witch is one of the least powerful archfey of that court.

Similar in many ways to the Prince of Frost, she is obviously connected to him in some way. Stories about their connections are many and conflicting. Some claim that Koliada is the Prince's sister or daughter, others say she is the consort, and still others claim she is more than one of these things, but then again fey mores (or amorality) is the stuff of legend.

While the Prince of Frost hates mortals, he does not often move against them. Koliada appears to have no such compunctions or restraint. In fact it seems that's all she desires to do. Every hundred of years or so, when the strong winds blow at the peaks of the Scourge Mountains, which allows a blue ice menhir to appear on a glacial overhang on the mountain called Crone's Finger, she pursues her campaign to cover the mortal world in a destructive layer of ice and frost.

Over the centuries many have stopped her, banishing her to the winter winds of the Feywild for a period of time and ending the unnatural winter on the mortal world, but no one has destroyed her ultimately.

To do so, one needs to kill her with a blast of pure sunlight created by the Winter Witch's nemesis, a minor artifact called the *Sun's Sliver*.

Koliada, the Winter Witch		Level 26 Solo Skirmisher
Medium fey humanoid		XP 45,000
Initiative +25 Senses Perception +21; low-light vision		
Winter's Chill (Cold) aura 5; enemies that enter or start their turns in the aura take 10 cold damage and are slowed until the end of their next turn.		
HP 1,225; Bloodied 612		
AC 42; Fortitude 40, Reflex 42, Will 39		
Immune cold; Resist 15 lightning, 15 thunder		
Saving Throws +5 (+10 against charm effects)		
Speed 6, fly 6 (hover), teleport 8		
Action Points 2		
⊕ Sword of Black Ice (standard; at-will) ♦ Cold, Poison, Weapon		
+31 vs. AC; 2d8 + 12 damage plus 2d8 poison damage (crit 28 plus 16 poison damage +6d10 cold damage), and the target is dazed until the end of its next turn.		
↓ Sweeping Black Ice (standard; at will) ♦ Cold, Poison, Weapon		
Koliada makes a <i>Sword of Black Ice</i> attack against each adjacent enemy.		
↓ Freezing Touch (minor 1/round; recharge [⊕]) ♦ Cold		
Target creatures slowed by <i>winter's chill</i> ; +29 vs. Fortitude; 2d6 + 9 cold damage, and ongoing 10 cold damage and the target is immobilized (save ends both). First Failed Save: The target takes ongoing 10 cold damage and is restrained (save ends). Second Failed Save: the target is encased in Koliada's ice (see <i>winter's mistress</i> below).		
Sword of Black Ice (free action when Koliada creature dazed by the <i>Sword of Black Ice</i> ; daily)		
The target is stunned (save ends).		
Fey Charge (standard action; recharge 5 6) ♦ Teleportation		
Koliada can teleport 8 squares and make a melee basic attack.		
Winter's Mistress		
Koliada considers creatures incased in Koliada's ice as allies for flanking purposes.		
Combat Advantage		
When Koliada hits a creature that grants it combat advantage, that creature takes 2d6 extra cold damage loses any cold resist it has (save ends).		
Alignment Chaotic evil		Languages Common, Elven
Skills Acrobatics + 28, Arcana +28, Endurance +27, Nature +26, Intimidate +24		
Str 25 (+20)	Dex 30 (+23)	Wis 26 (+21)
Con 29 (+22)	Int 24 (+20)	Cha 23 (+19)
Equipment <i>Sword of Black Ice</i>		

KOLIADA'S TACTICS

Koliada either flies or teleports to begin her assault, and she uses *fey charge* if the PCs are out of reach. Because she can use those frozen by her *freezing touch* to gain a flank, she tries to position herself in those flanks whenever possible, and she makes strategic retreats to areas where they are most numerous.

WINTER WITCH LORE

A character knows the following with a successful Arcana check.

DC 25: The Winter Witch is a particularly malicious and terrible archfey also called Koliada. One of the Winter Fey (see *Manual of the Planes*, page 37), she pursues a crusade into the mortal world every century or so and that starts with a long and enduring winter. Some say her ultimate goal is to freeze the world, or to carve off frozen parts that she conquers into the Feywild.

DC 30: Conjecture abounds on the true nature of Koliada the Winter Witch. Some claim that she's merely one of many forms taken by the Prince of Frost; other stories tout her as his queen, his daughter, his sister. Some of the stranger tales claim more than one of these relations or even all them. Such are the way of the fey.

DC 35: As an archfey, Koliada can be destroyed only by her nemesis. Each nemesis is particular to the archfey. Often it is an item, and sometimes it is another kind of agent of doom.

NEW MAGIC

The following two magic items are important to the Winter Witch. The first is her *Sword of Black Ice*, the fearsome weapon that is more powerful in her hands than in the hands of any other creature.

The second is her nemesis, the one thing in the universe that can truly destroy her. This minor artifact is called *Sun's Sliver*.

Sword of Black Ice Level 27

Carved from a sliver of black ice from the abyss, this deadly sword never melts.

Level 27 +6 1,625,000 gp

Weapon: Longsword

Enhancement: Attack rolls and damage rolls

Critical: +6d10 cold damage and the target is dazed.

Property (Poison): On a hit, the target takes 2d8 poison damage.

Power (Daily): Free action. *Trigger:* When you hit a creature dazed by this weapon. *Effect:* The creature is stunned (save ends).

Sun's Sliver Minor Artifact

This sliver of pure sunlight is the only object in the universe that can truly destroy the Winter Witch.

Wondrous Item: Cannot be crafted

Property: The creature who possesses the *Sun's Sliver* suffers no ill effect from cold weather and has ice walk.

Property: Resist cold 10

Power (Daily): Standard Action. *Effect:* You and allies within 5 squares of you regain the use of their second wind and all spent encounter powers.

Power (Daily): Standard Action. *Effect:* Use against the Winter Witch when she is unconscious and at 0 hit points or fewer. This use permanently destroys Koliada the Winter Witch and the *Sun's Sliver*.



About the Author

Born on a stormy Christmas day, in our nation's capital, during the Nixon administration, the stars were definitely wrong when **Stephen Radney-MacFarland** came screaming into the world. Spending most of his impressionable years as a vagabond and ne're-do-well, Stephen eventually settled in the Northwest to waste his life on roleplaying games.

Once that RPGA guy, Stephen is now a developer in RPG R&D where he doesn't create the traps . . . he just makes them deadlier. He also teaches a class on roleplaying design for the Art Institute of Seattle, molding the minds of young and upcoming designers. Be afraid. Be very afraid.