

The Scourge of Icewind, Pt. 3

For PCs level 18

At the end of Part 2, the PCs had traveled to Glacierdale, the long-abandoned town destroyed in the Spellplague, and discovered an opening to the Underdark. Exploring the deep, they discovered a large nest of drow and cyclops, presumably under the control of mind flayers. On their way out, they were attacked by more mind flayers. Searching the bodies, the PCs discovered a note written in Draconic commanding the mind flayers to destroy the PCs written by some creature known as Krellix. Returning to Horizon Reach, General Drull is told of the events, and he tells the PCs to prepare for the eventual coming of the mysterious Krellix.

Krellix, the PCs are told by General Drull, is in fact an elder white dragon. The motives of Krellix are a mystery, says the General. He tells the PCs that she was around long before the Spellplague, and generally left the inhabited settlements alone. General Drull tells the PCs that the Spellplague either drove the wyrm mad, or the century of unsettled areas were to her liking, and the re-establishing of civilized communities has broken the peace and quiet of Icewind Dale. Either way, Krellix is, indeed, a force to be reckoned with, and all possible means of defense must be explored before she arrives the following day.

General Drull busies himself with commanding his troops to add fortification to the city walls, evacuate the children, and try to keep a sense of order in Horizon Reach. He tells the PCs that he desperately needs their help in the face of this danger. He will pay them handsomely for their assistance, and all possible accommodations will be made for them during their stay in Horizon Reach.

The following morning, riders dispatched by General Drull return to the town with grim news. According to the haggard men, an army of trolls, mind flayers, archons, and cyclops are making their way toward Horizon Reach. The elder wyrm Krellix flies slowly behind the army, scouting constantly over the frozen landscape. The riders tell Drull that, at a maximum, the army is less than a half-day's ride from the town, and numbers approximately three hundred strong.

General Drull gathers his army, such as it is. One hundred humans, dwarves, and elves stand in tight formation before the aged warlord. The General does his best to deliver a rousing, morale-boosting speech, but a sense of doom pervades everything, and the troops look more terrified than roused. When he finishes, he dismisses the troops to various points around the city wall. He tells the PCs that they may fight wherever they wish, and they do not have to obey his commands if they see fit not to. He commends them on their bravery and daring, leaving them with a statement that sounds more lost and doomed than truly complimentary:

"If only my troops possessed your daring, perhaps they might survive this dark day."

Three hours later, watchers near the east gates sound the alarm. Krellix and her army are approaching. Soldiers scatter toward their posts. Most of them look terrified. One rugged, old soldier walks up to the PCs, looks them up and down, smiles, and then extends his hand.

"Fine looking warriors, ye are. My name is Fullryn, but everyone calls me Axe. These soldiers here are all children, most having no experience in any kind of battle. I have no doubt that many of 'em will die today. But you...you'll do just fine. I know the look of battle-hardened warriors, and you have it. It's the eyes. Eyes that study a man, find a weakness, and tell the arms when to strike. I consider it an honor to fight beside ye."

After speaking, the old soldier walks away. Strung to his back is a single-bladed battle-axe. The axe glows with a light blue color and has odd-looking runes winding down its handle.

Within minutes, all of the soldiers are at their assigned posts. An eerie dead silence permeates the town. Not a single person speaks, including General Drull. No more than five minutes later, the sound of marching can be heard over the wind. The sound grows in intensity until it is a thundering, repetitive booming. Then, suddenly, it stops. The eerie silence returns, but this time the weight of stress and worry is visible on every face within eye-sight. This ghostly silence lasts for a few minutes, then a single, deafening roar echoes thunderously through the town, followed by the battle cries of the elder dragon and her army. Arrows fly, spells are loosed, and curses are screamed at volume as the action begins.

The PCs attention is drawn to the east gate entrance, if they are not already there, as several trolls and cyclops are the first to invade the town.

Encounter (Level 19)

- 4- Cyclops Battleweavers
- 2- Cyclops Storm Shamans
- 2- Fell Ice Trolls

XP- 20,800

As the battle with the first wave of trolls and cyclops is taking place, the PCs see the town's soldiers running frantically to the east walls. It seems as though some of the trolls and cyclops are attempting to climb over. As soon as the PCs first battle is over, a second wave attempts to rush in.

Encounter (Level 18)

- 4- Cyclops Battleweavers
- 4- Cyclops Storm Shamans
- 1- Ice Archon Rimehammer

XP- 15,200

As the action dies down for a moment, the PCs hear a screaming coming from just outside the wall. If they investigate, they will see a young woman trapped between two ice trolls. If the PCs try to help, they make it up to the trolls before both of the trolls step back, and the young woman comes forward. With a loud scream, her appearance changes into that of a death hag, and all of them attack immediately.

Encounter (Level 20)

2- Fell Ice Trolls

1- Death Hag

XP- 13,200

Not a moment after the fight ends, yelling from inside the city wall gets the attention of the PCs. Shouts of “mind flayers!” and “illithids!” can be heard over the clamor of battle. Going back inside the gate, the PCs see a mind flayer on either side of a young soldier.

Encounter (Level 18)

2- Mind Flayer Masterminds

XP- 8,000

From time to time during battle, the PCs hear loud crushing sounds, and see pieces of the east wall crumble to the ground. Krellix herself has begun attacking the town, not relying on her army to do the dirty work for her. Should the PCs attempt to approach her, she will fly away, keeping her distance from the PCs at all costs.

Outside the walls, the PCs see a small pack of ice archons forming up to attack. If noticed, the archons will attack the PCs immediately.

Encounter (Level 20)

4- Ice Archon Rimehammers

1- Ice Archon Frostshaper

XP- 12,400

The PCs are expected to lend their services both inside and outside of the town. The following encounters can be inserted at any location the DM sees fit, including multiple encounter groups at once. The PCs are not to have any chances to take an extended rest during these confrontations. The object is to push them to their limits.

Encounter (Level 20)

4- Ice Archon Rimehammers

1- Ice Archon Frostshaper

XP- 12,400

Encounter (Level 18)

3- Mind Flayer Masterminds

XP- 12,000

Encounter (Level 20)

2- Fell Ice Trolls

XP- 11,200

Encounter (Level 18)

4- Cyclops Battleweavers

4- Cyclops Storm Shamans

1- Ice Archon Rimehammer

XP- 15,200

Encounter (Level 19)

4- Cyclops Battleweavers

2- Cyclops Storm Shamans

2- Fell Ice Trolls

XP- 20,800

Encounter (Level 20)

2- Fell Ice Trolls

1- Death Hag

XP- 13,200

After approximately eight such encounters, Krellix herself calls out for the PCs. She has landed in a wide-open area of ice, and is yelling out in a booming, broken Common that the “adventurers” meet her to settle this. On their way out, the PCs see a man face-down in the snow, blood soaking the ground around him. Beside him is a broken axe with runes winding down its handle. They remember the old man Axe that spoke to them before the battle.

When the PCs approach Krellix, she smiles widely. She lies down in the snow, her head down at the PCs level, and speaks to them.

“You have given me much trouble. How can such little creatures be so troublesome? No matter. My plans have been in place for almost a century, and you will not stop me. I was alive centuries before your birth, and I will be around for centuries after you die. Your lives will be of no importance in the annals of history. I, however, will someday sit at the hand of Her High Majesty Tiamat, and we will rule this world. “

Finishing her speech, Krellix lifts herself into the air and attacks.

Encounter (Level 20)

Krellix- Elder White Dragon

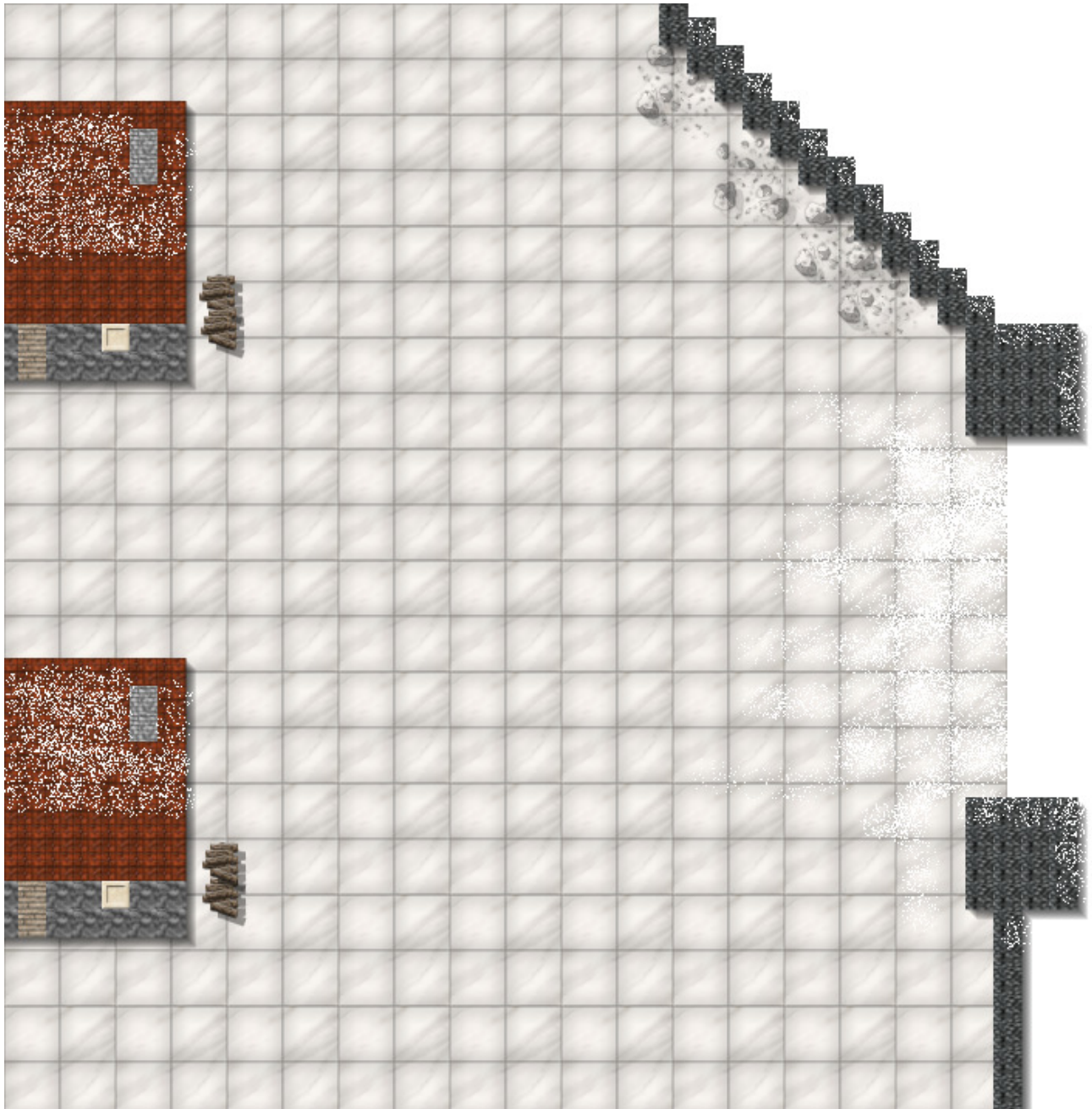
XP- 14,000

After the battle, only twenty soldiers remain alive. Dozens more are wounded, and the rest lie dead in the snow. General Drull approaches the PCs. He is covered in blood, but his smile has returned. He extends his hand to the PCs. He tells them their bravery will be told for generations to come, and that they are heroes to the new pioneers of Icewind Dale. He tells the PCs that they can stay in Horizon Reach as long as they wish free of charge, and presents them a rich reward for their assistance.

Total GP- 500,000

Total XP- A maximum of 168,400 (23rd level)

Section of Horizon Reach Near the East Gate



Krellix - Elder White Dragon	Level 20 Solo Brute
Huge natural magical beast (dragon)	XP 14,000
Initiative +11 Senses Perception +18; darkvision	
HP 1840; Bloodied 920; see also <i>bloodied breath</i>	
AC 34; Fortitude 34, Reflex 34, Will 32	
Resist 25 cold	
Saving Throws +5	
Speed 8 (ice walk), fl y 8 (hover), overland flight 12	
Action Points 2	
⬇ Bite (standard; at-will) ♦ Cold	
Reach 3; +23 vs. AC; 2d6+7 plus 2d12 cold damage (plus an extra 2d12 cold damage on a successful opportunity attack).	
⬇ Claw (standard; at-will)	
Reach 3; +23 vs. AC; 2d6+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; +21 vs. Fortitude; the target is encased in ice, takes 2d12 + 8 cold damage, and is restrained and stunned (save ends both).	
↔ Breath Weapon (standard; recharge ⌚) ♦ Cold	
Close blast 5; +21 vs. Reflex; 6d6 + 8 cold damage, and the target is slowed and weakened (save ends both).	
↔ Bloodied Breath (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; +21 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 +24	
Str 24 (+17) Dex 18 (+14) Wis 18 (+14)	
Con 28 (+19) Int 17 (+13) Cha 16 (+13)	

Fell Ice Troll	Level 20 Elite Brute
Huge natural humanoid	XP 5,600
Initiative +10 Senses Perception +16	
HP 360; Bloodied 180	
Regeneration 15 (if the fell troll takes acid or fire damage, regeneration does not function until the end of its next turn)	
AC 32; Fortitude 38, Reflex 30, Will 31	
Saving Throws +2	
Speed 10	
Action Points 1	
⬇ Claw (standard; at-will)	
Reach 3; +23 vs. AC; 2d10 + 7 damage; see also <i>blood frenzy</i> .	
⬇ Backhand Slam (minor 1/round; at-will)	
Reach 3; +21 vs. Reflex; 2d6 + 7 damage, and the target is pushed 4 squares and knocked prone; see also <i>blood frenzy</i> .	
Blood Frenzy	
The fell troll gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
Troll Healing ♦ Healing	
If the fell 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 20 hit points.	
Alignment Chaotic evil Languages Giant	
Skills Athletics +22, Endurance +23	
Str 24 (+17) Dex 10 (+10) Wis 13 (+11)	
Con 27 (+18) Int 5 (+7) Cha 7 (+8)	

Ice Archon Rimehammer	Level 19 Soldier
Medium elemental humanoid (cold)	XP 2,400
Initiative +15 Senses Perception +12	
Icy Ground (Cold) aura 1; enemies treat the area within the aura as difficult terrain.	
HP 185; Bloodied 92	
AC 35; Fortitude 35, Reflex 32, Will 31	
Immune disease, poison; Resist 30 cold	
Speed 6 (ice walk)	
⬇ Maul (standard; at-will) ♦ Cold, Weapon	
+25 vs. AC; 2d6 + 7 damage plus 1d6 cold damage, and the target is slowed (save ends). Against a slowed target, the rimehammer deals an extra 2d6 cold damage.	
Alignment Chaotic evil Languages Primordial	
Str 24 (+16) Dex 18 (+13) Wis 16 (+12)	
Con 25 (+16) Int 14 (+11) Cha 15 (+11)	
Equipment plate armor, maul	

Ice Archon Frostshaper	Level 20 Controller (Leader)
Medium elemental humanoid (cold)	XP 2,800
Initiative +14 Senses Perception +14	
Icy Aura (Cold) aura 5 (not active while bloodied); cold creatures in the aura gain regeneration 10. Enemies treat the area within the aura as difficult terrain.	
HP 190; Bloodied 95	
AC 34; Fortitude 32, Reflex 28, Will 32	
Immune disease, poison; Resist 30 cold	
Speed 6 (ice walk)	
⬇ Ice Blade (standard; at-will) ♦ Cold, Weapon	
+23 vs. AC; 2d6 + 8 cold damage.	
✂ Ice Javelin (standard; at-will) ♦ Cold, Weapon	
Ranged 5; +23 vs. AC; 2d6 + 8 cold damage, plus the target is slowed until the end of the frostshaper's next turn.	
✂ Icy Burst (standard; recharges when the frostshaper hits with a melee attack) ♦ Cold	
Area burst 1 within 5; +23 vs. AC; 3d8 + 8 cold damage, plus the target is slowed (save ends). <i>Miss:</i> Half damage, and the target is not slowed.	
Alignment Chaotic evil Languages Primordial	
Skills Intimidate +23	
Str 26 (+18) Dex 19 (+14) Wis 18 (+14)	
Con 22 (+16) Int 14 (+12) Cha 27 (+18)	

Cyclops Battleweaver	Level 17 Skirmisher
Large fey humanoid	XP 1,600
Initiative +14 Senses Perception +18; truesight 6	
HP 165; Bloodied 82	
AC 31; Fortitude 30, Reflex 28, Will 29	
Speed 8	
⬇ Glaive (standard; at-will) ♦ Weapon	
Reach 2; +22 vs. AC; 1d10 + 6 damage.	
↔ Sweeping Glaive (standard; at-will) ♦ Weapon	
Requires glaive; close blast 2; +22 vs. AC; 1d10 + 6 damage, and the target is pushed 1 square and knocked prone.	
✂ Evil Eye (minor; at-will)	
Ranged 20; the cyclops battleweaver can designate only one target with its <i>evil eye</i> at a time. The target takes a –2 penalty to its speed.	
Effect Transfer (immediate interrupt, when the cyclops battleweaver suffers an effect that a save can end; encounter)	
The effect instead applies to the target of the battleweaver's <i>evil eye</i> .	
Alignment Unaligned Languages Elven	
Str 23 (+14) Dex 18 (+12) Wis 20 (+13)	
Con 21 (+13) Int 10 (+8) Cha 12 (+9)	
Equipment chainmail, glaive	

Cyclops Storm Shaman	Level 17 Artillery
Large fey humanoid	XP 1,600
Initiative +11 Senses Perception +17; truesight 6	
HP 128; Bloodied 64	
AC 29; Fortitude 28, Reflex 26, Will 27	
Speed 8; see also wind flight	
⚡ Quarterstaff (standard; at-will) ♦ Thunder, Weapon	
Reach 2; +22 vs. AC; 2d4 + 4 damage plus 1d8 thunder damage.	
⚡ Tempest Orb (standard; at-will) ♦ Lightning, Thunder	
Ranged 20; +20 vs. Reflex; 2d8 + 6 lightning and thunder damage.	
👁 Evil Eye (minor; at-will)	
Ranged 20; +20 vs. Fortitude; the target gains vulnerable 5 to thunder damage and vulnerable 5 to lightning damage (save ends both effects).	
⚡ Storm Burst (standard; encounter) ♦ Lightning, Thunder, Zone	
Area burst 2 within 10; the power creates a zone that lasts until the end of the encounter. Enemies within the zone at the start of their turns take 2d8 lightning damage. Uncovered flames are doused and ongoing fire damage ends immediately within the zone.	
Wind Flight (minor; encounter)	
The cyclops storm shaman gains a fly speed of 8 (hover) until the end of its next turn. If it doesn't land before then, it crashes.	
Alignment Unaligned Languages Elven	
Str 18 (+12) Dex 16 (+11) Wis 19 (+12)	
Con 20 (+13) Int 14 (+10) Cha 15 (+10)	
Equipment leather armor, quarterstaff	

Death Hag	Level 18 Soldier
Medium fey humanoid	XP 2,000
Initiative +15 Senses Perception +12; low-light vision	
HP 171; Bloodied 85; see also <i>life drain</i>	
AC 34; Fortitude 34, Reflex 31, Will 32	
Resist 10 necrotic	
Speed 6	
⚡ Claw (standard; at-will) ♦ Necrotic	
+24 vs. AC; 1d8 + 7 necrotic damage, and the target is marked and cannot spend healing surges or regain hit points until the end of the death hag's next turn.	
👁 Life Drain (standard; recharge ⏳) ♦ Healing, Necrotic	
Close blast 3; +22 vs. Fortitude; 1d8 + 4 necrotic damage, and the death hag regains 5 hit points for each creature damaged by this attack.	
Change Shape (minor; at-will) ♦ Polymorph	
A death hag can alter its physical form to appear as female of any Medium humanoid race (see Change Shape, page 280).	
Alignment Evil Languages Common, Elven	
Skills Bluff +19, Insight +17, Intimidate +19, Nature +17	
Str 25 (+16) Dex 18 (+13) Wis 17 (+12)	
Con 19 (+13) Int 16 (+12) Cha 20 (+14)	

Mind Flayer Mastermind	Level 18 Elite Controller
Medium aberrant humanoid	XP 4,000
Initiative +12 Senses Perception +18	
Psychic Static (Psychic) aura 10; while the mind flayer mastermind is not bloodied, enemies in the aura take a –2 penalty to Will defense.	
HP 324; Bloodied 162	
AC 33; Fortitude 33, Reflex 33, Will 35; see also <i>interpose thrall</i>	
Saving Throws +2	
Speed 7	
Action Points 1	
⚡ Tentacles (standard; at-will)	
+21 vs. AC; 3d6 + 3 damage, and the target is grabbed (until escape).	
⚡ Bore into Brain (standard; at-will) ♦ see text	
Grabbed or stunned target only; +21 vs. Fortitude; 4d10 + 3 damage, and the target is stunned (save ends). If this power reduces the target to 0 hit points or fewer, the mind flayer mastermind can either devour its brain or turn it into a thrall (see below):	
Devour Brain (Healing): The mind flayer mastermind devours the target's brain. The target is killed instantly, and the mind flayer mastermind regains 25 hit points.	
Create Thrall (Charm): The target is dominated (no save) and regains enough hit points to restore it to its bloodied value. As a thrall, the target is immune to the <i>mind blast</i> power of mind flayers and gains a +5 bonus to its Will defense while within 10 squares of the controlling mind flayer. The target is no longer dominated and no longer a thrall once the controlling mastermind dies.	
👁 Mind Blast (standard; recharge ⏳) ♦ Psychic	
Close blast 5; mind flayers and their thralls are immune; +21 vs. Will; 3d8 + 7 psychic damage, and the target is dazed (save ends). <i>Miss:</i> Half damage, and the target is not dazed.	
👁 Enslave (standard; recharge ⏳) ♦ Charm	
Ranged 10; +21 vs. Will; the target is dominated (save ends). While dominated, the target is immune to the <i>mind blast</i> power of mind flayers and gains a +5 bonus to its Will defense while within 10 squares of the controlling mind flayer mastermind. The mastermind can use <i>enslave</i> only on one creature at a time.	
⚡ Illusion of Pain (standard; recharge ⏳) ♦ Illusion, Psychic	
Area burst 1 within 10; enemies within the burst imagine that the area is filled with writhing, barbed tentacles; +27 vs. Will; 2d10 + 5 psychic damage, and the target takes ongoing 10 psychic damage and is immobilized (save ends both).	
Cradle of the Elder Brain (immediate interrupt, when attacked; recharge ⏳) ♦ Teleportation	
The mind flayer mastermind teleports 20 squares.	
Interpose Thrall (immediate interrupt, when targeted by a melee attack; at-will)	
The mastermind redirects the attack to an adjacent thrall.	
Alignment Evil Languages Deep Speech, telepathy 10	
Skills Arcana +18, Bluff +21, Insight +18, Intimidate +21	
Str 11 (+9) Dex 16 (+12) Wis 18 (+13)	
Con 18 (+13) Int 18 (+13) Cha 24 (+16)	