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INTRODUCTION

Price of Courage is the third and final part of a heroic DRAGONLANCE adventure campaign that crosses Ansalon from east to west. The world is still readjusting to the death of almost all of the Dragon Overlords and the return of the gods, leaving much of the world in confusion and chaos. In this tumultuous time, the characters are embroiled in events that will shape the world to come. And to think, it all began with a tiny, unassuming music box.

Encounter Levels: *Price of Courage* is designed for a party of four characters of 14th level. By the end of each chapter, the heroes should have advanced a level of experience, so they will complete the adventure (and the campaign) as 20th level characters.

PREPARATION

In order to run this adventure, you will need a copy of the *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and the *DRAGONLANCE Campaign Setting*. Although these books are all that are absolutely necessary for running this adventure, there are a number of other supplemental books that will aid in fleshing out the campaign.

The adventure is set more than ten months after the return of the gods at the end of the War of Souls. The *Age of Mortals Campaign Setting Companion* gives more in-depth detail on the state of the world following the return of the gods, as well as introducing a new core class (the mariner, updated in *Legends of the Twins* in 2006), prestige classes, spells, and magic items of the era. The *Towers of High Sorcery* sourcebook features a slightly revised version of the Wizard of High Sorcery prestige class, which is used in this adventure. The *Holy Orders of the Stars* sourcebook introduces a number of slight changes to the entries on the gods of Krynn, including expanded descriptions of their natures and their faiths, which could prove useful for the Dungeon Master (DM), and several new clerical domains assigned to a number of the gods. And lastly, *Knightly Orders of Ansalon* features revised and expanded information on the Dark Knights, Solamnic Knights, and Legion of Steel, adding depth to any campaign. Several NPCs in this adventure have core classes or prestige classes found in these or other books, but all pertinent abilities and statistics are included in the NPC entries in Appendix Two: Characters and Creatures.

Text that appears in shaded boxes is information for the players which you may read aloud or paraphrase as appropriate. Any text found in sidebars contains information pertinent to running the adventure, such as background information or things for the DM to keep in mind.

Monster and NPC statistics are presented in abbreviated form in the encounter entries. For standard monsters, full monster statistics can be found in the *DRAGONLANCE Campaign Setting* or the *Monster Manual*. Some monsters may be taken from other Sovereign

Press/Margaret Weis Productions sourcebooks, notably the *Bestiary of Krynn*, but all pertinent abilities and statistics for these monsters are included in Appendix Two: Characters and Creatures, along with any statistics for unique monsters, using the revised stat block format. Details on new monsters introduced in this adventure are presented in Appendix One: Monsters and Magic.

Before you start running the adventure, you should completely read through the adventure from beginning to end, including the Appendices, in order to familiarize yourself with the book. This is a very large and detailed end to the campaign, with many characters, plots, and possibilities. Reading it in advance and preparing your own notes will greatly improve the experience for both you and your players.


ADVENTURE BACKGROUND

A decade after the Chaos War and the apparent departure of the gods, the great white dragon Gellidus appeared on Krynn, following a path through the Ethereal Sea laid by others from his world. Gellidus's homeworld was ruled by dragons of titanic size and strength, and competition for territory, power, and might was fierce. Gellidus was one member of a faction of lesser wyrms who sought to leave the world and find another to conquer. When word spread among his fellow conspirators that Khellendros the Navigator had found such a place, the exodus began in earnest.

Gellidus, known in the faction as the Sentinel, learned upon his arrival on the continent of Ansalon that Malystrixx the Purifier was already active in establishing her dominion. Free of the restrictions of their homeworld, the faction members discovered Krynn's own serpents were far smaller than even they. Over the space of a few years, the five faction leaders had seized territory and begun shaping the land with the power of their skull totems.

Gellidus competed with Khellendros for Malystrixx's favor. He held no real interest in Beryllintranox the Archivist or Onysablet the Alchemist, for they were more interested in their own schemes. Gellidus learned much from Malystrixx, hoarding his knowledge the way he held his realm, clutched tightly in his icy claws. He felt that as her polar opposite, unburdened as Khellendros was by emotional ties to mortals, his qualities as a mate were superior. When Malys strove to become a god, but was thwarted by a group of mortal heroes, Khellendros disappeared once more into the Gray, and Gellidus believed he was free to reign as Prince-Consort of Krynn.

Such a goal was to be denied him. Malystrixx was too interested in recouping her efforts and rebuilding her forces. Gellidus retreated to his frozen domain, the once-green island of Southern Ergoth, where his many thanoi, ogre, and dragonspawn minions sought to do his bidding. Fearing that he would be nothing but a castoff thug to



Malys, Gellidus began work on several plans that expanded his resources and shored up his connections around Ansalon. When the War of Souls arrived, and his fellow Overlords began to die, Gellidus's own Whitescale Society arose to capitalize on the power vacuum. Malys's death, and Sable's soon after, shook Gellidus's confidence, but he swiftly realized that he no longer had to operate under the limits imposed by Malystrix.

Gellidus made a bargain with one of the returned gods, Chemosh, paying a price for dark secrets of necromancy unknown to mortals. Chemosh knew Gellidus would serve a purpose, alive or dead. Although Gellidus's ultimate plan, a plan Chemosh himself had helped to develop, meant stealing the power between gods and clerics and using it to gain far-reaching levels of eldritch energy, the Lord of Bones had no reservations. The rituals and secrets he had given Gellidus were incomplete—Chemosh's faithful would continue to receive his covenant. The sacred connection between the other gods and mortals would be broken.

As Chemosh's other plans found opposition by bands of heroes, the Lord of Bones realized that his alliance with Gellidus might be one of his better schemes. He plucked Sylvana, the Ghoul Queen of ancient Silvanesti, out of the River of Time to replace his failed servant Caeldor the Betrayer. Acting through his servants and turning away from Gellidus to focus on other plans, Chemosh hoped his investment in the White Dragon Overlord's future would not be wasted.

Content to further his goals without Chemosh directly interfering, Gellidus arranged for Gilthanas-Kana, his dragon vassal, to scour the continent for more dragon skulls to add to his skull totem. When Gilthanas stumbled upon the heroes who bore *Huma's Dragonlance* and the *Tears of Mishakal* and saw that they would be entering the Dragons' Graveyard, he understood the significance of this group to Gellidus. With a slight alteration of plans, the dragon and the elflord stole the five skulls of the first good dragons from the Graveyard and set off to gather their counterparts.

Scattered around Ansalon, the skulls of the first evil dragons are falling into the hands of the Whitescale Society almost as if it were planned from the onset. Now Gilthanas has only to retrieve them all and unite them for Gellidus to achieve his ultimate goals, and for the Elf lord to win the freedom of his beloved D'argent from the White Dragon Overlord.

ADDING NEW CHARACTERS

Price of Courage begins with the assumption that the characters are already experienced adventurers, placing them between 14th and 15th level. This opens up the possibility of allowing players to play more powerful races which may have been inappropriate at the start of *Key of Destiny*, where characters were assumed to be 1st level.

The easiest way to introduce a new character to an existing party is to run a short introductory scenario that introduces the character to the group. In just about any city or town locale, this can be rather easily accomplished

in a tavern or inn, but that is not the only possibility. As the largest city in Chapter One, Kalaman is the ideal point to do this, but the heroes do not reach the Lordcity until the chapter's end. For this reason, you may want to instead introduce a new character in Pentar, Ohme, or even Border Keep. Pentar is perhaps the most ideal of these locations because of its role as a trading post.

Legion of Steel or Knight of Solamnia characters may have been sent to investigate the Dragons' Graveyard after the events of *Spectre of Sorrows*, especially since the heroes were in Wulfgar previously. A new character may be a Brass Tiger mercenary, a Nordmaarian barbarian in Nacon's horde, or one of the draconians of Teyr. *Spectre of Sorrows* thus provides many avenues from which to provide story hooks for new heroes.

IF SPECTRE OF SORROWS WASN'T PLAYED...

Price of Courage is designed as a continuation of the campaign begun in *Key of Destiny* and continued in *Spectre of Sorrows*, and thus in many cases, it is assumed the player characters have played through the first two parts of the campaign. If this is not the case, you will need to make a few adjustments and do some background work before you begin the adventure.

The heroes begin the adventure in the Dragons' Graveyard, having forged an alliance with Gilthanas (secretly the dragon vassal of Frost), defeated Chemosh's champion, the lich-cleric Caeldor, and restored the Dragons' Graveyard with the power of the *Tears of Mishakal*. Gilthanas has betrayed them and fled with the five skulls of the first metallic dragons, and now the heroes are ready to depart the Graveyard and carry on the quest. If you wish to begin your campaign with this adventure, you should ensure that at least the *Dragonlance of Huma* and the *Tears of Mishakal* are in the possession of the heroes.

One option is for the heroes to find these items after the heroes who were carrying them up until the start of this adventure were defeated (perhaps they died restoring the Dragons' Graveyard, sacrificing their lives to defeat Caeldor and send the Dragonsinger to her just reward). A spirit dragon from the Graveyard appears before them on the shores of the Turbidus, charging them to take the *Tears* to Kalaman and find Gilthanas.

ADVENTURE SUMMARY

The following is a chapter by chapter synopsis of *Price of Courage*. This adventure is somewhat modular, and in fact, the middle five chapters can be played in any order. Chapter One and Chapter Seven bookend these chapters and are intended to be played out as the opening and closing chapters. For convenience, however, all seven chapters are described below in the order in which they appear in this book.

CHAPTER ONE: MARSH AND TREE TO KALAMAN

In the opening chapter, the heroes make their way to Kalaman with the *Tears of Mishakal* to give the artifacts to Father Jon Bolitho, the Prophet of Mishakal. To do so, they

must cross through the Shadowglades, the lands of the green dragonlord Fume, or navigate the dangerous Goblin Coast, but they will have an opportunity to stop along the way for rest and recuperation.

Once in the city, the heroes are made aware of great forces aligned against them, and they can pick up the trail of Gilthanas and the stolen dragon skulls. Before they leave, assassins attack the heroes, perhaps offering more clues.

This chapter also features a fortune-telling session which serves to set up the rest of the adventure. Locations, motivations, and clues surrounding the bigger picture of the adventure are revealed in this way, making it a pivotal event in the heroes' quest.

CHAPTER TWO: FIRES IN THROTL

In this chapter, the heroes follow Gilthanas's trail to Throt, south of Estwilde and deep in the heart of Cinder's realm. They learn about the Malfesan Horde, an ancient power that Cinder has released, and the underground movements of the Legion of Steel in Throt. They need to defeat Two-Faced Grom—the leader of the Malfesan Horde—and Cinder himself in order to save Solamnia and the West from their combined threat.

CHAPTER THREE: THE LIBERATION OF BASTION

In this chapter, the heroes stage a pivotal raid upon the extradimensional fortress of the Wizards of High Sorcery, thought lost when the world was moved. Powerful resources useful in the battle against Frost can be found within, as well as a trapped copper dragon. At the heart of Bastion lies the secret to the fortress and the location of the dragon skull. Unfortunately, Frost has Lord Knight Theo Drawde of the Knights of Neraka pursuing the same goals. Both sides realize that Bastion has been taken over by a vicious and deadly race of four-armed creatures known as xill, "scooped up" by Bastion as it was dragged through the Ethereal Sea.

CHAPTER FOUR: DARKNESS OVER CRISTYNE

In this chapter, the heroes trace Gilthanas's trail to Cristyne, where they encounter the wicked timelost elven queen, Sylviana, and her Wichtlani cult. Lothian makes an appearance, a bound spirit willing to aid his former foes against the Ghoul Queen's plot in order to be free of Chemosh. The heroes attend a banquet that degenerates into a feral display of cannibalism and then head to the ruined city of Baleph to confront Sylviana and stop her from spreading her curse across the world.

CHAPTER FIVE: THE DOOM OF DALTIOTH

This chapter details the heroes' arrival in the area of the ogre capital of Daltioth on the shores of Lake Morgash. There they have the chance to overthrow the dictator, T'darnk, and strike a blow against Frost's network of control in the east. The heroes may also visit Eastwatch, the embattled region at the edge of Frost's domain, which includes Foghaven Vale, the Solamnic Castle Eastwatch, and the elven communities of Qualimori and Silvamori.

CHAPTER SIX: DEVASTATION IN KHI MEL

In this chapter, the heroes stage their assault on the icewarrens of Khimel, out in the Frozen Plains of Southern Ergoth. This is the last known site of Frost's lair, his *skull totem*, and the center of his operations; it is also located directly above a lake of magma held back only by Frost's power. Frost has since relocated to the Rimeberg, but his scorned consort Glacier is still present, along with hundreds of white dragonspawn, dragons, and other horrors. Khimel may not survive this part of the adventure. The heroes might also visit Zhea Harbor, the town of Eastport, and other conquered settlements used as the breeding grounds for more spawn.

CHAPTER SEVEN: THE FURY OF THE GALE

In this chapter, the heroes marshal their forces together and stage an attack upon Frost's mobile fortress, located in the iceberg at the center of the Gale. Frost's plan to draw the power of the gods away from the faithful of Krynn and into him, through his necromantic *skull totem*, begins to have major consequences. Depending on the variable plot elements determined at the beginning of the adventure, Frost may be headed towards Schallsea, Sanction, the Dragon Isles, Palanthis, or even through the Gate of Souls to the original homeworld of the Dragon Overlords. Also, the final fate of Gilthanas and D'argent is revealed.

Running the Adventure

The following entries offer suggestions for running *Price of Courage*. A high-level adventure is a challenge, not just for the players, but also for the Dungeon Master, so some work may be required regardless of how much detail and assistance is provided in the text.

THEME AND MOOD

The concept of change and transformation is one of the primary themes of the entire Age of Mortals adventure trilogy. Begun in *Key of Destiny*, this theme carries through all three adventures. Too many changes in the past few decades have been detrimental to the world and its people, with few changes bringing any true hope at all. Yes, the moons and sun have returned to the way they were, but the world itself has not. The return of the gods has not erased the suffering and loss of the past forty years. Reminders of how things could have—and should have—been have left the residents of Krynn with a bitter taste in their mouths. However, if the player characters are successful in their quest, they will find they have indeed brought great and positive change to the face of Krynn.

There should always be an underlying context that not everything is what it seems to be at first glance. Perceptions can be misled, even manipulated. In the end, the characters can only truly trust each other. This theme can be greatly enhanced by changing the mood from one chapter to the next. The best way to enhance a particular mood is through subtlety and judicious application, not through constantly reinforcing it to the point that the characters (and the players) feel openly manipulated by it. If the mood is at a constant low, it brings the characters (and

the players) down in mood as well, so be sure to give the characters some “up time”—time to unwind, to savor their victories, to heal their wounds, and to prepare to face their next set of trials.

SCALING THE ADVENTURE

There may be any number of reasons why the encounters given in this adventure may seem either too easy or too hard for your players. You will almost certainly need to adjust one or more encounters at some point in the adventure, as no two parties are the same, and circumstances can always throw off the heroes’ capabilities when facing pre-packaged encounters. In addition, because *Price of Courage* is modular, the five middle chapters can be played in any order, and thus their level of challenge is more or less equal. For the most part, all of the major NPC leaders in the middle chapters are roughly equivalent—but because of the nature of factions, the number of magical artifacts, and the flexibility of most encounters, this is self-correcting. Of course, you should always consider adding or subtracting minions and low-CR creatures to an encounter if you believe the players would benefit from it.

Encounters are written with four players in mind. If you have more or less in your group, you will need to either increase or decrease the difficulty of the encounter respectively. You can accomplish this by altering the number or type of monsters in an encounter, adding or removing one or two class levels from NPCs, or advancing or downgrading a creature. This does require some work on your part, however, so it’s best to be aware of these things in advance. If the encounter is going too easily for the players, you might want to throw something else in to make the encounter more difficult. If the encounter is going badly, you might throw something in to help the characters out. Go with your gut instinct, and remember that the aim is to provide the players with an exciting yet manageable adventure.

PLAYING THE NPCs

In *Price of Courage*, the interaction with the non-player characters drives the story forward. The two most significant NPCs, Gellidus (or Frost) and Gilthanas, have their own chapter entitled *The Dragon and the Elflord* which describes in detail how to use them in the adventure. The rest of the NPCs appear in *Appendix Two: Characters and Creatures*, organized by the chapters in which they appear.

NPCs are more than just a collection of statistical information. Play each NPC as a distinct individual, giving them a unique “voice” that will stick with the players. For many of the NPCs, information on their personality is gleaned through reading the encounter information. From that, you can quite easily create a distinct persona. Accents and mannerisms bring NPCs to life. Tricks like this make the NPC stand out from the masses, giving the players a better mental image of the character.

Many NPCs are provided with an initial attitude that serves as the basis on which they will interact with the characters. Depending upon the characters’ actions or

attempts at diplomacy, this attitude can either improve or worsen. Where necessary, attitude adjustment modifiers are provided, along with the DC of any Diplomacy skill checks.

Encounters that involve combat between the PCs and the NPCs contain a Tactics section, which gives a number of different actions the NPCs can take during combat. Of course, it’s impossible for this adventure to include responses to every possible action characters can take, but these tactics cover the most obvious choices and provide a framework from which to base other optional responses.

KEEPING THE PARTY TOGETHER

In high-level adventures, it’s much easier to have the heroes spread themselves out and split up to investigate multiple locations. While this can reflect some efficient use of the party’s resources, it also makes it very difficult to keep track of time and the progress of the adventure. *Price of Courage* uses factions as a means of allowing the heroes to do the real adventuring, leaving the mundane chores and minor investigation up to off-screen characters. The *Tablets of Shinare* also exist as a means of keeping the party members in touch with each other if they separate. Even so, you may need to consider how to deal with the inevitable party split-up.

One method you can introduce if this happens with any regularity is for the heroes to encounter situations that demand more than one or two skilled characters to deal with. Although they might have cohorts or henchmen along with them, challenges designed for characters of the heroes’ level demand abilities that low-level assistants don’t have. After one or two setbacks of this nature, the players might quickly realize that they can’t always have half the group in Throt while the other half is in Palanthas.

THE MOONS OF MAGIC

Any *DRAGONLANCE* campaign that includes *Wizards of High Sorcery* requires some consideration of the phases of the three moons of magic. The effects of the moons can significantly alter the capabilities of wizards, both the player characters and NPCs.

Unlike *Key of Destiny* or *Spectre of Sorrows*, the modular presentation of *Price of Courage* makes it impractical to provide notes about the current phases of each moon at the beginning of each chapter beyond the first. You should therefore keep track of the moons on your own (using the chart provided in the *DRAGONLANCE Campaign Setting*) or roll randomly each time it comes up. In the end, you should decide which method works best for you and for your players.

FEATURES OF HIGH-LEVEL PLAY

Once the heroes reach the kind of levels they attain in this campaign adventure, their resources and capabilities are far beyond what they possessed when they started out. Characters of 14th and 15th-level have access to some of the best magic in the game, the best class features, and a bewildering array of magic items, spells, and even contacts. *Price of Courage* expects this to be the case, and it

introduces the faction system precisely because the heroes are now major players in the events that are unfolding.

Impressive combat ability is one of the more obvious features of the high-level campaign. D&D expects characters to have access to a certain amount of magical equipment, but even without this enhancement, almost all warrior-class characters are going to be capable of taking out scores of lesser opponents. Foes that seem almost invincible on paper can prove to have impressive flaws when combat begins. At times, it may seem as if the heroes are overwhelmed by the level of opposition, but one of the rewards of being a Dungeon Master in high-level campaigns is seeing how the players come up with solutions to these challenges.

Ultimately, your responsibility as a Dungeon Master is to know your players, know their characters, and know your own materials. Be conscious of what the heroes and their opponents can do. Pay attention to the spellbooks of wizards and the spell lists of clerics. Read over the tactical advice of the major enemies in this adventure, and expand or add to these notes, as you desire. You may have all of the power in the game, but you are also at a bit of a disadvantage when it comes to running scenes of conflict and challenge—you are one mind against several! Because of this, it is far more important that the players feel they are having an impact on their world regardless of their opposition. Facilitate an exciting, challenging adventure, and your players will praise you for it later.

TROUBLESHOOTING HIGH-LEVEL MAGIC

One of the most difficult areas to manage in the high-level adventure is the area of magic. 14th-level characters have access to 7th-level spells which include such examples as *control weather*, *ethereal jaunt*, *greater teleport*, *limited wish*, *resurrection*, and *wind walk*. Spells such as *fireball* and *lightning bolt* can now be quickened, while a silent, stilled *teleport* is the ultimate threat avoidance. A *summon monster VII* spell delivers a djinn or an avoral to a battle, and death is sometimes more of an inconvenient setback than a tragic event.

Divination remains one of the greatest areas of potential difficulty in this adventure from the point of view of a Dungeon Master. It is not a good idea, however, to set out to obfuscate or annoy those players who use their character's diviner spells, bardic knowledge, or scrying magic. Instead, consider how to approach such things as "yes or no" spells, "commune with the gods" spells, and "remote sensing" spells. Each section of the adventure contains a wealth of information that is almost impossible to learn outside of divination, so make an attempt to include it rather than exclude it.

The key to making sure magic does not blindside you is to be aware of what it can do. Outside of huge amounts of damage or ridiculous amounts of healing, high-level magic includes many "save or die" spells, effects that permanently alter a creature or object, spells that reverse or counter other powerful effects, and more. You will need to know how these spells work, not just to adjudicate their use, but to use them more effectively yourself.

Be as familiar as you can with creature abilities and class features that disrupt, counter, or eliminate magical effects. Antimagic fields, counterspelling, spell resistance, and specific creature immunities are fairly common. Fortunately, the game scales fairly well when it comes to powerful arcane and divine spells. Read up on the appropriate rules, make notes in the margins where necessary, and enjoy the fireworks.

Use the same care as you do with creature abilities and class features that disrupt, counter, or eliminate magical effects. Antimagic fields, counterspelling, spell resistance, and specific creature immunities are fairly common. Fortunately, the game scales fairly well when it comes to powerful arcane and divine spells. Read up on the appropriate rules, make notes in the margins where necessary, and enjoy the fireworks.

THE DRAGON AND THE ELFLORD

This chapter describes the two primary non-player characters of this adventure, the alien white dragon Frost and the Qualinesti elflord Gilthanas, and the story elements that help to determine both their fates and the challenges that confront the heroes.

THE DRAGON

Frost is an enormous, bulky, and muscular white dragon. His head is blunt and heavy; his neck is thick and ridged. On the upper part of his limbs, along his horns, and across his shoulders are intricate runic designs that look as if they have been carved directly into his heavy armor-plated scaly hide. The dragon appears supremely confident, as powerful and resolute as a glacier.

Frost has successfully made the transition from being the watchful thug of the Overlord cabal to draconic mastermind. He is still ruled by his passions, however, regardless of how acutely honed his mental faculties have become, and so his true weaknesses are his emotions and his relationships.

The following information serves as a guide to his statistics, his abilities, his motivations, and his methods. You should become as familiar as possible with Frost and what he is capable of before running this adventure, for more than any other NPC in the Age of Mortals trilogy, Gellidus and his efforts stand a very good chance of bringing the world to an end.

GELLIDUS THE ICE TYRANT (FROST) CR 29

Male advanced great wyrm white dragon

CE Colossal dragon (cold)

Init +4; Senses blindsense 60 ft., darkvision 120 ft.,

keen senses, low-light vision; Listen +57, Spot +57

Aura frightful presence (DC 34, 480 ft., HD 47 or fewer)

Languages Common, Draconic, Elven, Ergot,

Nerakan, Ogre, Solamnic, Thanoi

AC 49, touch 2, flat-footed 49

hp 888 (48 HD); DR 15/epic

Immune cold, paralysis, *sleep*

Resist fire 30 (*ring*); SR 35

Fort +38, Ref +28, Will +32; evasion (*ring*)

Weakness vulnerability to fire

Spd 60 ft., burrow 30 ft., swim 60 ft., fly 300 ft. (clumsy)

Melee* bite +42 (6d8+42) and 2 claws each

+40 (6d6+33) and 2 wings each +40

(2d8+33) and tail slap +40 (4d6+50)

*includes adjustments for 20-point Power

Attack and *amulet of mighty fists* +5

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

Base Atk +48; Grp +81

Atk Options Awesome Blow, Cleave, Flyby

Attack, Flyby Breath, Hover, Improved

Bull Rush, Power Attack, Snatch

Special Actions breath weapon (70-foot cone; 16d6

damage cold; Reflex DC 46 half; 1d4 rounds between uses), crush (area 30 ft. by 30 ft.; Large or smaller opponents take 4d8+25 points of bludgeoning damage; DC 46 Reflex save or be pinned), tail sweep (half-circle 40 ft. in diameter; Medium or smaller opponents take 2d8+25 points of bludgeoning damage; Reflex DC 46 half)

Sorcerer Spells Known (CL 21st, melee

touch +57, ranged touch +40):

9th (6/day)—*imprisonment* (DC

25), *refuge*, *shapechange*

8th (6/day)—*dimensional lock*, *moment*

of prescience, *polar ray*

7th (6/day)—*greater scrying* (DC 23),

spell turning, *greater teleport*

6th (7/day)—*acid fog* (DC 22), *analyze*

dweomer (DC 22), *greater dispel magic*

5th (7/day)—*cloudkill* (DC 21), *feblemind*

(DC 21), *hold monster* (DC 21), *teleport*

4th (7/day)—*bestow curse* (DC 20), *detect scrying*,

fire shield (DC 20), *greater invisibility*

3rd (7/day)—*dispel magic*, *haste*, *protection*

from energy, *vampiric touch* (DC 19)

2nd (8/day)—*cat's grace*, *darkness*, *detect thoughts*,

minor image (DC 18), *resist energy*

1st (8/day)—*alarm*, *burning hands* (DC

17), *magic missile*, *shield*, *true strike*

0 (6/day)—*arcane mark*, *dancing lights*, *detect*

magic, *flare* (DC 16), *ghost sound*, *mage hand*,

prestidigitation, *read magic*, *resistance*

Spell-Like Abilities (CL 21st)

3/day—*fog cloud*, *freezing fog*, *gust of wind* (DC 18), *wall of ice*

1/day—*control weather*

Abilities Str 45, Dex 10, Con 35, Int 22, Wis 23, Cha 22

SQ icewalking, water breathing

Feats Awesome Blow, Cleave, Create Skull Totem,

Draconic Vampirism, Flyby Attack, Flyby Breath,

Hover, Improved Initiative, Improved Natural

Attack (bite), Improved Natural Attack (claws),

Lightning Reflexes, Multiattack, Power Attack,

Snatch, Improved Bull Rush, Track, Wingover

Skills Concentration +52, Diplomacy +33, Escape

Artist +25, Hide +22, Intimidate +36, Knowledge

(arcana) +31, Knowledge (nature) +31, Knowledge

(religion) +31, Knowledge (the planes) +31,

Listen +57, Move Silently +25, Search +57, Sense

Motive +36, Spellcraft +23 (+25 scrolls), Spot

+57, Swim +68, Survival +46 (+50 tracks above

ground), Use Magic Device +31 (+33 scrolls)

Possessions *ring of evasion*, *greater ring of fire*

resistance, *amulet of mighty fists* +5

Freezing Fog (Sp) 3/day—as *solid fog* but also causes

a rime of slippery ice to form on any surface the

fog touches, creating the effect of a *grease* spell.

This is the equivalent of a 5th-level spell.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces Gellidus climbs must be icy. It is always in effect.

Runes (Sp) Frost has had many of his scales engraved with magical runes by Dolmen Scalecarver, a rogue scion with whom Frost has made an alliance (see Chapter Six: Devastation in Khimel). As many as three runes may be activated during Frost's turn with a free action, releasing their effects as a 60 ft. burst cone (Frost chooses the direction) that remains in effect until Frost's next turn. After this, each rune becomes inert for 1d4 rounds. Each rune has a caster level of 22. Information on the major runes follows:

Death—slays one or more targets whose combined total hp do not exceed 150, Fort DC 25 negates.

Fear—all targets panicked for 21 rounds, Will DC 23 negates.

Insanity—all targets affected by *insanity* spell, Will DC 25 negates.

Pain—all targets take -4 penalty to attack rolls, skill checks, and ability checks for 1 hour, Fort DC 22 negates.

Persuasion—all targets affected by *charm monster* spell, Will DC 23 negates.

Sleep—all targets 10 HD or less fall into catatonic slumber for 3d6x10 minutes, Will DC 22 negates.

Stunning—all targets stunned for 1d6 rounds, Will DC 24 negates.

Weakness—all targets take 3d6 Strength

damage, Fort DC 24 negates.

A rune may be targeted by a *greater dispel magic* spell and, if successful, will be rendered inert for 10 minutes. Secondary runes are carved around the major ones, strengthening and focusing Frost's connection to his *skull totem*; these have no other game effect.

STRATEGIES AND TACTICS

Frost is the most dangerous and formidable dragon on Krynn at the time of this adventure. No other wyrm has the power of a *skull totem*, now that the other Overlords are dead, and with the energies he has stolen from the divine link between the gods and their servants, he is even more unstoppable. However, Frost is still intensely worried that his days are numbered, so these elements have all combined to make him arrogant, violent, and paranoid.

Frost tailors most of his tactics to the situation, although he is primarily a physical fighter and saves his supernatural and spell-like powers for long-range threats or magical challenges. His enormous jaws, mighty talons, and other natural weapons are enhanced and bolstered by magic and his *skull totem*, and Frost is a brutal melee opponent. One of his favorite tactics is landing in the middle of a clutch of targets that he has already "softened up" with his freezing breath, so that he may employ his multiple melee attacks and tail sweep to dispatch the greatest number of opponents possible. Frost typically ignores attacks upon himself, for he believes (rightly so) that his scales are impervious to most forms of damage. Thus, he freely moves about in melee, switching from



opponent to opponent, unleashing his attacks in a blazing riot until his foes drop.

Frost is quick to realize when his usual methods aren't working. If his opponents split up, maintain their distance, or have the *dragonlance of Huma* readied and brought to bear, Frost will evade his enemies and make use of his breath weapon, spells (especially *imprisonment*, *feeblemind*, and *polar ray*), and runes to weaken or incapacitate them. When he has minions or allies present, he directs them forward to draw most of the enemy attacks while he selects one or two likely targets to receive his attention.

If Frost is brought to less than a quarter of his hit points (fewer than 222), he withdraws immediately, either by wing or spell (such as *greater teleport*); he will return in moments, more angry and violent than ever. Frost will not run for long, as he is almost incapable of surrendering or recognizing that he could be the loser.

Lastly, if Frost believes that separating the heroes from each other will prevent them from combining their attacks and focusing them upon him, he will not hesitate to summon a *wall of ice*, use *freezing fog*, or “lock down” foes with *dimensional anchor*. Thus divided, the White picks off foes one at a time.

It goes without saying that any foe with a *dragonlance*, especially *Huma's dragonlance*, will receive Frost's undivided attention and the full force of his long range efforts. With the kind of advance knowledge and study that Frost has made of the heroes, he will not make the mistake of letting the *dragonlance* get too close.

MOTIVATIONS OF AN ICE TYRANT

In this adventure, Frost's specific motivations and ultimate goals are variable. That is to say, two groups could play through the adventure and experience two different endings. The Calantina fortune-telling session in Chapter Seven facilitates the determination of Frost's goals, but what follows is a brief summary of the four possible motivations and how they affect the larger storyline.

THE BRIDE OF GELLIDUS

With this motivation, Frost has been seeking his perfect mate. Ever since the defeat and eventual death of the Red Dragon Overlord, Malys, Frost has sought a dragon to arouse the desire and ambition within his frigid heart. He has found such a wyrm in D'argent, known also as Silvara, the beloved partner of Gilthanas-Kanan. In order to win her as his consort, Frost has put together a dire plan with the aid of secret knowledge provided by Chemosh. This plan calls for the transformation of all of Krynn's good metallic dragons—including D'argent—into madly chaotic and corrupt versions of their former selves, beholden to Frost. With the stolen power of the gods, Frost will eliminate his draconic opposition and reign supreme with D'argent as his bride.

The Bride of Gellidus version of the ending involves the heroes attempting to put a halt to Frost's totem-enhanced ritual, as well as confronting D'argent and giving Gilthanas the opportunity to redeem himself.

THE PRODIGAL WYRM

With this motivation, Frost seeks to return to the dragon world that he and his fellow Overlords originally hailed from. With power stolen from the connection between the gods and their clerics, and the strength of his necromantic skull totem, Frost seeks to open a pathway through the Gate of Souls and send himself home. There he hopes to deliver his wrath upon the serpents who forced him to leave in the first place. Unfortunately for Krynn, such a departure will wreak havoc on the Material Plane and possibly destroy the world in the process.

The Prodigal Wyrms version of the ending requires the heroes and Gilthanas to prevent Frost from making the return home, possibly by marshalling the support and resources of one of the last of Frost's alien kindred—Lorrinar, the Green Recluse of Lahue.

THE GOD OF ALL SERPENTS

With this motivation, Frost seeks nothing less than ascension to godhood. Using divine power leeches from the link between the gods and their priests channeled through his skull totem, Frost hopes to accomplish what Malystriyx could not and become the god of all dragons.

The God of All Serpents ending has the heroes and Gilthanas trying to sever Frost's connection to godly power before he grows any more omnipotent.

THE WHITE APOCALYPSE

With this motivation, Frost's drive to seed the world with the addictive *allomanya* is revealed to be more than just a means toward subjugating the masses, but the first stage of an apocalyptic plan to eradicate all mortal life. *Allomanya* addicts become living antennas for the searing power of divinity Frost has stolen from the gods and their worshippers, enabling the White Overlord to detonate the drug within hundreds of Ansalon's communities.

The White Apocalypse ending sees the heroes trying to stave off the *allomanya* detonation, sever Frost's connection to his *skull totem*, and defeat the White once and for all.

OTHER VERSIONS OF FROST

Three other versions of Gellidus may play a part in this adventure beyond the version given above. These three are his weakened state after the destruction of his *skull totem* (which strips him of the virtual age categories he gained as a result of draconic vampirism), his ascended form as a result of the “God of All Serpents” Ending, and his *simulacrum* (which confronts the heroes when they reach the Eye of the Gale).

FROST'S WEAKENED STATE

CR 21

Male great wyrm white dragon

CE Gargantuan dragon (cold)

Init +4; Senses blindsense 60 ft., darkvision 120 ft.,

keen senses, low-light vision; Listen +43, Spot +43

Aura frightful presence (DC 32, 360 ft., HD 35 or fewer)

Languages Common, Draconic, Elven, Ergot,

Nerakan, Ogre, Solamnic, Thanoi

AC 41, touch 5, flat-footed 41
 hp 522 (36 HD); DR 20/magic
 Immune cold, paralysis, *sleep*
 Resist fire 30 (*ring*); SR 27
 Fort +28, Ref +20, Will +24; evasion (*ring*)
 Weakness vulnerability to fire

Spd 60 ft., burrow 30 ft., swim 60 ft., fly 300 ft. (clumsy)
 Melee* bite +30 (4d8+33) and 2 claws each
 +28 (4d6+26) and 2 wings each +28
 (2d6+26) and tail slap +28 (2d8+39)
 *includes adjustments for 20-point Power
 Attack and *amulet of mighty fists* +5
 Space 20 ft.; Reach 15 ft. (20 ft. with bite)
 Base Atk +36; Grp +61
 Atk Options Awesome Blow, Cleave, Flyby
 Attack, Flyby Breath, Hover, Improved
 Bull Rush, Power Attack, Snatch
 Special Actions breath weapon (60-foot cone; 12d6
 damage cold; Reflex DC 36 half; 1d4 rounds
 between uses), crush (area 20 ft. by 20 ft.; Medium
 or smaller opponents take 4d6+19 points of
 bludgeoning damage; DC 36 Reflex save or be
 pinned), tail sweep (half-circle 30 ft. in diameter;
 Small or smaller opponents take 2d6+19 points
 of bludgeoning damage; Reflex DC 36 half)
 Sorcerer Spells Known (CL 13th, melee
 touch +45, ranged touch +32):
 6th (4/day)—*acid fog* (DC 20), *greater dispel magic*
 5th (6/day)—*cloudkill* (DC 19),
feblemind (DC 19), *teleport*
 4th (7/day)—*bestow curse* (DC 18), *detect scrying*,
fire shield (DC 18), *greater invisibility*
 3rd (7/day)—*dispel magic*, *haste*, *protection*
from energy, *vampiric touch* (DC 17)
 2nd (7/day)—*cat's grace*, *darkness*, *detect thoughts*,
minor image (DC 16), *resist energy*
 1st (7/day)—*alarm*, *burning hands* (DC
 15), *magic missile*, *shield*, *true strike*
 0 (6/day)—*arcane mark*, *dancing lights*, *detect*
magic, *flare* (DC 14), *ghost sound*, *mage hand*,
prestidigitation, *read magic*, *resistance*

Spell-Like Abilities (CL 13th)
 3/day—*fog cloud*, *freezing fog*, *gust of*
wind (DC 16), *wall of ice*
 1/day—*control weather*

Abilities Str 37, Dex 10, Con 27, Int 18, Wis 19, Cha 18
 SQ icewalking, water breathing
 Feats Cleave, Create Skull Totem, Draconic
 Vampirism, Flyby Attack, Flyby Breath, Hover,
 Improved Initiative, Improved Natural Attack
 (bite), Improved Natural Attack (claws),
 Multiattack, Power Attack, Snatch, Wingover
 Skills Concentration +37, Diplomacy +19, Escape
 Artist +13, Hide +14, Intimidate +22, Knowledge
 (arcana) +17, Knowledge (nature) +17, Knowledge
 (religion) +17, Knowledge (the planes) +17,
 Listen +43, Move Silently +13, Search +43, Sense
 Motive +22, Spellcraft +15 (+17 scrolls), Spot
 +43, Swim +52, Survival +32 (+34 tracks above

ground), Use Magic Device +17 (+19 scrolls)
 Possessions *ring of evasion*, *greater ring of fire*
resistance, *amulet of mighty fists* +5

Freezing Fog (Sp) 3/day—as *solid fog* but also causes
 a rime of slippery ice to form on any surface the
 fog touches, creating the effect of a *grease* spell.
 This is the equivalent of a 5th-level spell.

Icwalking (Ex) This ability works like the
spider climb spell, but the surfaces Gellidus
 climbs must be icy. It is always in effect.
Runes (Sp) Frost has had many of his scales engraved
 with magical runes by Dolmen Scalecarver, a rogue
 scion with whom Frost has made an alliance (see
 Chapter Six: Devastation in Khimel). As many as
 three runes may be activated during Frost's turn with
 a free action, releasing their effects as a 60 ft. burst
 cone (Frost chooses the direction) that remains in
 effect until Frost's next turn. After this, each rune
 becomes inert for 1d4 rounds. Each rune has a caster
 level of 22. Information on the major runes follows:

Death—slays one or more targets whose combined
 total hp do not exceed 150, Fort DC 25 negates.

Fear—all targets panicked for 21
 rounds, Will DC 23 negates.

Insanity—all targets affected by *insanity*
 spell, Will DC 25 negates.

Pain—all targets take -4 penalty to attack
 rolls, skill checks, and ability checks
 for 1 hour, Fort DC 22 negates.

Persuasion—all targets affected by *charm*
monster spell, Will DC 23 negates.

Sleep—all targets 10 HD or less fall
 into catatonic slumber for 3d6x10
 minutes, Will DC 22 negates.

Stunning—all targets stunned for 1d6
 rounds, Will DC 24 negates.

Weakness—all targets take 3d6 Strength
 damage, Fort DC 24 negates.

A rune may be targeted by a *greater dispel*
magic spell, and if successful, will be
 rendered inert for 10 minutes.

FROST ASCENDANT

CR 29

This version of Frost is identical to the basic stat block
 with the following changes:

CE Colossal outsider (augmented dragon, cold, native)
 AC 55, touch 8, flat-footed 55 (includes +6
 deflection bonus based on Charisma)

Essentially, Frost is no longer considered a dragon for
 the purposes of attacks, abilities, spells, or other effects that
 target, affect, or have a specific function against creatures
 of the dragon type. This includes the *Dragonlance of*
Huma, most notably. Because the Material Plane is his
 home plane, Frost cannot be *banished* or targeted with
 a *dismissal* spell, although any other spell that targets
 outsiders will affect Frost normally.

FROST'S SIMULACRUM

CR 18

Simulacrum of male advanced great wyrm white dragon
CE Colossal dragon (cold)

Init +4; Senses blindsense 60 ft., darkvision 120 ft.,
keen senses, low-light vision; Listen +41, Spot +41

Aura frightful presence (DC 28, 240 ft., HD 23 or fewer)

Languages Common, Draconic, Elven, Ergot,
Nerakan, Ogre, Solamnic, Thanoi

AC 25, touch 2, flat-footed 25

hp 444 (24 HD); DR 10/magic

Immune cold, paralysis, *sleep*

SR 21

Fort +26, Ref +14, Will +20

Weakness vulnerability to fire

Spd 60 ft., burrow 30 ft., swim 60 ft., fly 300 ft. (clumsy)

Melee* bite +23 (6d8+22) and 2 claws each

+21 (6d6+13) and 2 wings each +21

(2d8+13) and tail slap +21 (4d6+30)

*includes adjustments for 10-point Power Attack

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

Base Atk +24; Grp +57

Atk Options Cleave, Flyby Attack, Flyby

Breath, Hover, Power Attack

Special Actions breath weapon (70-foot cone; 8d6 damage

cold; Reflex DC 34 half; 1d4 rounds between uses),

crush (area 30 ft. by 30 ft.; Large or smaller opponents

take 4d8+25 points of bludgeoning damage; DC 34

Reflex save or be pinned), tail sweep (half-circle 40 ft. in

diameter; Medium or smaller opponents take 2d8+25

points of bludgeoning damage; Reflex DC 34 half)

Sorcerer Spells Known (CL 5th, melee

touch +24, ranged touch +24)

2nd (6/day)—*darkness*, *resist energy*

1st (8/day)—*burning hands* (DC 17),

magic missile, *shield*, *true strike*

0 (6/day)—*dancing lights*, *detect magic*, *ghost*

sound, *mage hand*, *prestidigitation*, *resistance*

Spell-Like Abilities (CL 8th)

3/day—*fog cloud*, *freezing fog*, *gust of wind* (DC 18)

Abilities Str 45, Dex 10, Con 35, Int 22, Wis 23, Cha 22

SQ icewalking, water breathing

Feats Cleave, Flyby Attack, Flyby Breath, Hover,

Improved Initiative, Improved Natural Attack

(bite), Improved Natural Attack (claws),

Multiattack, Power Attack, Wingover

Skills Concentration +36, Diplomacy +17, Escape Artist

+9, Hide +6, Intimidate +20, Knowledge (arcana) +15,

Knowledge (nature) +15, Knowledge (religion) +15,

Knowledge (the planes) +15, Listen +41, Move Silently

+9, Search +41, Sense Motive +20, Spellcraft +15 (+17

scrolls), Spot +41, Swim +52, Survival +30 (+34 tracks

above ground), Use Magic Device +15 (+17 scrolls)

Freezing Fog (Sp) 3/day—as *solid fog* but also causes

a rime of slippery ice to form on any surface the

fog touches, creating the effect of a *grease* spell.

This is the equivalent of a 5th-level spell.

Icewalking (Ex) This ability works like the

spider climb spell, but the surfaces Gellidus

climbs must be icy. It is always in effect.

Runes (Sp) Frost's *simulacrum* has only half as many
runes carved into its scales as Frost does. As
many as three runes may be activated during the
simulacrum's turn with a free action, releasing
their effects as a 60 ft. burst cone (the *simulacrum*
chooses the direction) that remains in effect until the
simulacrum's next turn. After this, each rune becomes
inert for 1d4 rounds. Each rune has a caster level
of 22. Information on the major runes follows:

Pain—all targets take –4 penalty to attack
rolls, skill checks, and ability checks
for 1 hour, Fort DC 22 negates.

Sleep—all targets 10 HD or less fall
into catatonic slumber for 3d6x10
minutes, Will DC 22 negates.

Stunning—all targets stunned for 1d6
rounds, Will DC 24 negates.

Weakness—all targets take 3d6 Strength
damage, Fort DC 24 negates.

A rune may be targeted by a *greater dispel magic*
spell, and if successful, will be rendered inert
for 10 minutes. Secondary runes are carved
around the major ones, strengthening and
focusing the *simulacrum's* connection to Frost's
skull totem; these have no other game effect.

FROST'S NECROMANTIC SKULL TOTEM

Prior to the death of Malystriyx, Gellidus's *skull totem*
was relatively small in comparison to those of his alien
cousins. He housed it first in the Last Gaard Mountains,
near Foghaven Vale, before moving it to Khimel a year
before the War of Souls. The Red Marauder's defeat at the
hands of Mina and her goddess came as a surprise to the
other dragons, who were already reeling from the deaths
of Khellendros and Beryllintranox. Gellidus considered
creating additional *totems*, like Onysablet had done, but
for all her preparations, Sable was unable to prevent her
own demise when the shadow dragon Dhamon Grimwulf
challenged her.

Frost instead turned to divine assistance of his own.
Approached by Chemosh, who brought with him dark
secrets of life and death, Frost secured a deal with the Lord
of Bones and modified his own *skull totem*. Months of
painstaking ritual, additional skulls, and the ministrations
of the Bonewyrm Brethren resulted in the necromantic
beacon he now possesses. Capable of magicks unknown
even to Malys, Frost's *skull totem* is the instrument of his
great plans.

Frost initially felt that he needed the discarded *totems*
of the dead Overlords to bolster and strengthen this
newly energized *totem*. Sending Gilthanas out to find
them, he was excited to learn that the elflord had located
the five ancient skulls of the metallic dragon matriarchs.
Following this discovery and their theft by Gilthanas
from the Dragons' Graveyard, Frost learned the locations
of the skulls of the five chromatic progenitors, and he
immediately set Gilthanas to acquiring them.

Frost's *skull totem* is sufficient at its current level of
power to maintain all of his dragonspawn, stabilize his

territory in Southern Ergoth, and power the Gale. It also grants him the power, given sufficient planning, to steal the divine energies that connect the gods to their servants. With the ten ancient skulls added to his *totem*, however, Frost's ultimate plans will be all the more likely to succeed.

The necromantic *skull totem* has the following important statistics (see the *Age of Mortals* campaign setting sourcebook for further information on *skull totems*).

NECROMANTIC SKULL TOTEM

Power Ranks 10

AC 30, touch 2

hp 222; Hardness 10

Immune acid, cold, electricity, fire, negative energy

Weakness vulnerable to positive energy
(takes damage as undead)

Scrying Range 480 miles

Total Number of Dragonspawn and Vassals 480

Note Clerics (or other characters with the ability to turn undead or channel positive energy) may attempt to deliver positive energy directly into the *skull totem*. This requires a touch attack and a turning check against the totem's effective HD of 20. Success delivers the turning damage as points of damage directly to the hit points of the totem (ignoring hardness and multiplied by 1.5 because of vulnerability to positive energy). A DC 30 Knowledge (arcana) or Knowledge (religion) skill check will reveal this as an option to characters who observe the *skull totem*.

If the *skull totem* is destroyed, among the consequences are an immediate degradation of Frost's power (reducing him to his weakened statistics) and the severing of the link between Frost and his servants and vassals. See Chapter Seven: The Fury of the Gale for the four potential Endings and how the destruction of the *skull totem* plays out.

THE ELFLORD

This elven man has the look of a grizzled veteran of wars and desperate times. Once youthful and princely, he retains that elven beauty, but he is now a tragic figure. He has a scar running from just above his left eye to below his left cheekbone, but the eye is intact. He has long, light-colored hair that hangs in his face, and he is dressed in chainmail armor, over which he wears an old tabard with the white horse's head. A worn traveling cloak covers his shoulders, a longsword hangs at his side, and a shortbow and quiver of arrows are slung across his back.

Gilthanas is the last of the Heroes of the Lance. He has fallen from grace and is at the nadir of his long and tortured life by the time the heroes encounter him. Driven by a sense of guilt coupled with hopelessness and anger, Gilthanas has become a relentless revenant of a man, forced into the role of a living martyr and the vessel of Frost's agency on Krynn. Ironically, this makes him both the most implacable foe the heroes will face and the most necessary ally they can find. How they treat the elflord in

this adventure will determine ultimately which of these two aspects of Gilthanas they can depend upon.

GILTHANAS, FALLEN HERO CR 20

Male dragon vassal Qualinesti elf noble 3/
fighter 3/sorcerer 6/eldritch knight 7

CN Medium monstrous humanoid
(augmented humanoid [elf], cold)

Bestiary of Krynn (dragon vassal)

Init +5; Senses low-light vision, darkvision

60 ft.; Listen +11, Spot +6

Languages Common, Elven, Goblin,
Solamnic; telepathic link (to Frost)

AC 39, touch 18, flat-footed 34; Dodge

hp 155 (19 HD); fast healing 5

Immune *detect lies*, *discern thoughts*, magical means of determining alignment (*ring*), sleep
Fort +24, Ref +20, Will +18 (+20 against enchantment, +22 against frightful presence of dragons)

Spd 30 ft.

Melee +3 *icy burst longsword* +24/+19/+14
(1d8+8/17-20 plus 1d6 cold) or

Ranged +3 *ghost touch seeking composite shortbow* +23/+18/+13 (1d6+8/x3) or

Ranged +3 *ghost touch seeking composite shortbow* +21/+16/+11 (1d6+8/x3) with Rapid Shot

Base Atk +15; Grp +20

Options Combat Reflexes, Point Blank Shot

Special Actions channel spells (Frost)

Combat Gear *wand of sleet storm* (CL 10th, 30 charges), *wand of ice storm* (CL 10th, 30 charges), scroll of *chain lightning* (CL 16th), scroll of *true strike* (CL 10th)

Spells Known (CL 12th; arcane spell failure 10%)

6th (3/day)—*freezing sphere* (DC 19)

5th (5/day)—*overland flight*, *teleport*

4th (6/day)—*greater invisibility*,
scrying (DC 17), *solid fog*

3rd (7/day)—*clairaudience/clairvoyance*,
displacement, *lightning bolt* (DC 16), *wind wall*

2nd (7/day)—*detect thoughts*, *gust of wind*
(DC 15), *knock*, *levitate*, *scorching ray*

1st (7/day)—*hold portal*, *magic missile*, *magic weapon*, *obscuring mist*, *true strike*

0 (6/day)—*arcane mark*, *detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *read magic*

Abilities Str 20, Dex 20, Con 16, Int 14, Wis 10, Cha 16

SQ bonus class skill (Move Silently), call Whitescale assassins, favor +2, inspire confidence 1/day

Feats Charming†, Combat Reflexes, Dodge, Heroic Surge†, Improved Critical (longsword), Point Blank Shot, Rapid Shot, Resist Dragonfear, Scribe Scroll, Weapon Focus (longsword)

† New feat from Appendix One: Monsters and Magic
Skills Bluff +11, Concentration +15, Diplomacy +18, Gather Information +9, Intimidate +12, Jump +11, Knowledge (arcana) +18, Knowledge (nobility) +14, Listen +11, Move Silently +10 (+15 w/*cloak*), Search +8, Sense Motive +19, Spellcraft +11, Spot +6

Possessions +3 *mithral shirt*, +1 *light fortification buckler*, +3 *icy burst longsword*, +3 *ghost touch seeking composite shortbow* (+5 Str bonus) with 20 adamantine arrows, *ring of mind shielding*, *ring of protection* +3, *cloak of elvenkind*, *boots of the winterlands*, *dragonpurge amulet*

Call Whitescale Assassins (Sp) Three times a day, as a result of his link to Frost and the *skull totem*, Gilthanas is able to call 2d4 Whitescale Society assassins to his location. The assassins can be a combination of Claws, Fangs, or Talons, but at least half of them must be Claws. This is the equivalent of a 7th-level spell with a caster level of 21 and is a standard action that does not provoke an attack of opportunity. It will not function if the link between Gilthanas and Frost is interrupted (such as by being on another plane, etc.).

Channel Spells (Su) Because of his link to Frost, Gilthanas acts as a channel for spells from the White Overlord. For the purposes of spellcasting, as long as the link is active, Gilthanas acts as a location proxy for any spell that Frost wishes to cast. In other words, Frost can cast spells as if he were present in Gilthanas's location, using Gilthanas's senses. Being used as a channel in this fashion counts as a standard action for Gilthanas.

Dragonpurge

Amulet Gilthanas wears the *dragonpurge amulet* created by Malystryx. The *amulet* currently holds 5 skulls of great wyrm age or older, granting Gilthanas a +10 bonus to his natural armor and a +5 bonus to his saving throws while he wears it. Without the *amulet*, Gilthanas's statistics are adjusted as follows: AC 29, flat-footed 24

Fort +18, **Ref** +15, **Will** +13 (+15 against enchantment, +17 against frightful presence of dragons)

Favor (Ex) Once a week, Gilthanas can call in favors from those he knows. He makes a favor check

(1d20+2) against a DC determined by the scope of the favor requested. Gilthanas typically uses this to call in Whitescale Society faction favors for repairing or restoring his equipment and items (DC 10).

Inspire Confidence (Ex) Once a day, the noble can grant up to two allies a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls for 5 rounds after a full round of oratory. Gilthanas uses this to inspire Whitescale assassins if he is present.

STRATEGIES AND TACTICS

Gilthanas is a very experienced military officer, although his primary expertise is diplomatic rather than martial. Over the past few years, however, and especially with recent events dictating his actions, he has honed many of his skills as an archer and swordsman. His magic is somewhat secondary to him, used more as a tool and resource than a primary avenue for combat; Gilthanas is more likely to draw his sword and or notch an arrow than he is to cast a spell when a conflict erupts. However, altering the landscape with magic is a favorite move.

Gilthanas's tactics vary based on the circumstances. A strong, quick fighter, he prefers to either pick a spot and act as a sniper when his opponents are unaware of him or get into the thick of a fight and rely on his excellent reflexes, fast healing, and weapon skills to dispatch his foes.

Because he has the Heroic Surge feat, Gilthanas is capable of taking both a move action and a full attack action in a round, if he chooses, which permits him to rapidly establish an advantage on the battlefield.

Against a party of adventurers, Gilthanas will typically open with a *sleet storm* or *ice storm* (from one of his *wands*) to divide or harry most of the heroes; he will preferably come in under the cover of *greater invisibility*

