**Encounter Level 15 (6,600 XP)**

**Setup**

2 firebred hell hounds (H)
2 quickling zephyrs (Q)
1 frost giant windkeeper (W)

This encounter takes place in the spot marked Location 6 on the Frost Spire Island map (see page 99).

The iron smith Helstaff, a frost giant windkeeper, dwells within this series of cavern chambers. He forges weapons and armor for the frost giants, along with the tools needed to excavate the ice of the Frost Spire. He is aided in his work by a pair of hell hounds and two quicklings.

These chambers are carved into one of the few areas of exposed rock on the island.

As the adventurers approach the area, read:

A small hill of earth and stone breaks up the seemingly endless sheets of ice that stretch before you. A cave opens onto a set of stairs carved into the rock that descend deeper into the Frost Spire.

Since the collapse of the giants’ hierarchy on the island, the frost forge has become the site of several battles. Undead giants tried to attack this place not too long ago, and both Gorrick and Zaelex have sent forces to attempt to wrest the frost flame from Helstaff.

When the adventurers reach the cave entrance, read:

The corpses of three frost giants are scattered in the snow just outside the cave entrance. They appear to have been dead long before they fell here, as no blood covers the snow, and their flesh is dried and pulled taught over their bones. The barking of hounds echoes from deep within the cave.

**Perception Check**

**DC 20:** Horrid burns cover the bodies of the dead frost giants.

The firebred hell hounds provide the burns and the barking, and the forged frost fire can be found in this location.

**Tactics**

Helstaff wishes only to be left alone to pursue his craft. After several attacks by his brethren, he and his assistants have developed a simple plan for defending their cavern chambers.

The two hell hounds bark, whine, and howl at each other. Helstaff hopes that the distraction draws intruders directly to the forge, where he and his minions can launch their attack. The hounds appear to be trapped in a cage of ice, but they can easily melt the bars and attack. Meanwhile, Helstaff attacks the adventurers from an opening in his quarters which overlooks the forge. The quicklings emerge from trap doors hidden in the floor of the forge to strike fast and furiously.

Helstaff, a frost giant windkeeper, spends most of his time in his personal chamber. Driven paranoid by a combination of Suulkar’s awakening and the attacks made against the forge, he waits in ambush for intruders to show themselves. He prefers to attack through the open window, striking down into the forge below with either arctic vortex or driving blizzard. If the adventurers discover the secret door of ice that hides the entrance to his chamber, he climbs down into the forge to avoid engaging in melee combat by himself. When pressed into close combat, he relies on drums of the north and spear of storms, saving gale of the north wind for when he can catch most of his enemies within its blast.

The firebred hell hounds provide the searing flame for Helstaff’s forge. As a minor action, they can melt the bars that seal their lair. They do this when an intruder enters the forge, immediately springing to attack. Until such a time, they paw at the bars in an attempt to lure their enemies closer.

The quicklings begin the encounter in their lair at the bottom of their stairs. Once a battle begins in the forge, they rush into the secret doors marked “A,” “B,” and “C” to emerge from a corresponding trap door hidden in the floor of the forge. They dart in and out of the melee, seeking to attack wizards and other characters with poor melee capabilities.

**2 Quickling Zephyrs (Q)**

**Level 14 Lurker**

**Small fey humanoid**

**XP 1,000 each**

**Initiative +20**

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

**HP 82; Bloodied 41**

**AC 30; Fortitude 26, Reflex 29, Will 23**

**Speed 12, climb 6; see also blinding speed and unstoppable**

1 Short Sword (standard, at-will) ✦ Weapon

+19 vs. AC; 1d6 + 9 damage.

Blinding Speed (move; recharge ⚃ ⚄ ⚅ ⚆) ✦ Illusion

The quickling zephyr moves up to 12 squares and becomes invisible until it attacks or until the end of its next turn.

**Combat Advantage**

If the quickling zephyr has combat advantage against its target, it deals an extra 2d6 damage and dazes the target (save ends) on a successful melee attack.

**Unstoppable**

The quickling zephyr ignores difficult terrain and can move across any solid or liquid surface.

**Alignment** Evil  
**Languages** Elven

**Skills** Acrobatics +26, Bluff +13, Stealth +21

**Str 12 (+8)**  
**Dex 28 (+16)**  
**Wis 17 (+10)**

**Con 22 (+13)**  
**Int 16 (+10)**  
**Cha 12 (+8)**

**Equipment** short sword
Frost Giant  
Level 16 Controller (Leader)  
Windkeeper (W)  
Large elemental humanoid (cold, giant)  
XP 1,400

Initiative +13  
Senses Perception +20

HP 158; Bloodied 79

AC 30; Fortitude 31, Reflex 30, Will 32

Resist 15 cold

Speed 8 (ice walk)

1 Spear of Storms (standard; at-will) ♦ Cold, Weapon  
Reach 3; +21 vs. AC; 2d10 + 5 cold damage, and the target slides 3 squares.

2 Arctic Vortex (standard; at-will) ♦ Cold  
Area burst 1 within 20; +20 vs. Fortitude; 2d6 +5 cold damage, and the target slides 3 squares.

3 Driving Blizzard (standard; recharge ⚁ ⚆ ⚅) ♦ Cold  
Area burst 2 within 20; +20 vs. Reflex; 3d6 + 5 cold damage, and the target is immobilized (save ends). Until the end of the encounter, the area becomes difficult terrain for creatures smaller than Large size.

C Gale of the North Wind (standard; encounter) ♦ Cold  
Close blast 5; targets enemies only; +20 vs. Fortitude; 4d10 + 5 cold damage, and the target is pushed 2 squares and knocked prone. Miss: Half damage and push 1 square.

C Drums of the North (standard; at-will) ♦ Fear, Implement  
Close burst 10; targets enemies; +20 vs. Will; the target is pushed 2 squares and slowed until the end of the frost giant’s next turn. Allies in the burst immediately shift 3 squares. The frost giant must sheath his longspear to play the drum.

Alignment Evil  
Languages Common, Giant

Skills Arcana +17, Nature +20, Religion +17

Str 20 (+13)  
Dex 21 (+13)  
Wis 24 (+15)  
Con 22 (+14)  
Int 19 (+12)  
Cha 21 (+13)

Equipment hide armor, longspear, drum

2 Firebred Hell Hounds (H)  
Level 17 Brute  
Medium elemental beast (fire)  
XP 1,600 each

Initiative +10  
Senses Perception +17

Fire Shield (Fire) aura 1; any creature that enters or begins its turn in the aura takes 1d10 fire damage.

HP 205; Bloodied 102

AC 30; Fortitude 30, Reflex 28, Will 29

Resist 40 fire

Speed 8

1 Bite (standard; at-will) ♦ Fire  
Reach +20 vs. AC; 1d10 + 6 plus 1d10 fire damage.

4 Fiery Breath (standard; recharge ⚁ ⚆ ⚅) ♦ Fire  
Close blast 3; +18 vs. Reflex; 4d10 + 7 fire damage.

5 Fiery Burst (standard; recharge ⚁ ⚆) ♦ Fire  
Close burst 3; +18 vs. Reflex; 4d10 + 7 fire damage.

Alignment Unaligned  
Languages —

Str 22 (+14)  
Dex 14 (+10)  
Wis 19 (+12)  
Con 25 (+15)  
Int 2 (+4)  
Cha 12 (+9)

Features of the Area

Illumination: Bright light in the upper and central chambers (Helstaff’s quarters and the forge). Dim light in the lower chamber (quicklings’ lair).

Stairs: The stairs are cut for Large or bigger creatures to easily navigate. Medium or smaller creatures treat the stairs as difficult terrain.

Secret Door: A DC 25 Perception check is required to spot this door. Helstaff carved a block of ice to hide the entry to his chamber. Moving it aside requires a DC 25 Strength check.

Helstaff’s Chamber: The uppermost chamber in this complex, this room sits 20 feet above the forge. An open window looks down upon the forge. A DC 20 Athletics check is required to climb the wall from the window. The chamber contains sleeping furs.

Forge: The central chamber is Helstaff’s forge. The worktables and anvils feature armor and weapons in various stages of completion. A pit of blue-white frost fire in the center of the chamber blazes with a strange combination of intense heat and cold. Any creature that enters or starts its turn in the pit takes 15 fire damage and 15 cold damage; a creature gains ongoing 5 cold and fire damage upon leaving the pit. A small metal brazier containing a smoldering piece of frost fire hangs above the pit.

A font of ice-cold water stands against the southern wall. Any creature that enters or starts its turn in the font takes 10 cold damage.

Three trap doors hidden in the floor of the forge (DC 25 Perception to notice) connect this room to the room below. Small creatures can move through the tunnels without penalty. Larger creatures must squeeze to enter and move through them.

Treasure: A level 18 magic item is among the weapons and armor in the forge.