

# TAINED ICE

## Terrain

Every floating rock path represents a 30ft drop, every water pool rim is 10ft further up. Each ziggurat level is 10ft higher

## Sect of the Reclaimer

The Faith of the Seekers is split: one sect believes that the crystal should be guarded in a depleted states. The Sect of the Reclaimers believes it should be awoken, and have come here to do so: the group contains 1 **Lizardfolk Shaman** & 7 **Lizardfolk**.

## Spirits in the Stone : Selshysha's Prison

One **Water Elemental (Selshysha)** & 4 **Ice Mephits** are contained within the stone. **Selshysha** is imprisoned here against its will, and the **Ice Mephits** form the magick components of its prison barrier. It has lurked in the dreams of the Reclaimers to show them how to unlock the prison. The Mephits will attack any non-Mephit in sight in their initial confusion, but can be talked into assisting with a DC 13 Persuasion. They all have **Waterblood Blessing (Recharge 6)**: as a bonus action they add a d4 to one attack roll or saving throw in return for taking that much damage.

## Party Setup

The party is informed by the leader of the rival sect that there are signs of anomaly from the crystal in the caverns below, and will give them potions of water breathing and healing for ensuring the crystal's safety.

## Phase 1

The Reclaimers are fanned out around the crystal chanting as incense burns

- one Lizardfolk is on watch while the others perform the ritual.
- when the party is spotted, the Shaman orders the others to keep the party busy while they rush the ritual.
- when initiative is rolled, phase advances +1 at the end of each round.
- a Religion or Arcana DC 15 check reveals that the only way to stop the ritual now is to bring water from the eastern and western pools and encant a ritual locking phrase as a main action. If done before Phase 4, the phrase progress reverses.

## Phase 2-3 : Rising Blow

The crystal's glow intensifies as something within

awakens.

- All creatures within 30ft of the crystal make a DC 15 Wisdom save, becoming Vulnerable to cold damage until it explodes on failure.
- 2 of the Ice Mephits peel off on Phase 2, the other 2 on Phase 3, as they're ripped from the prison.

## Phase 4 : Beams of Light

Beams of freezing light flow forth.

- Every creature in the beams (not up against a wall) makes a DC 15 Constitution save. 3d12 Cold damage on failure, their movement drops to 0ft until end of next turn.

## Phase 5 : Ice Unleashed

The crystal falls, and **Selshysha** rises.

- the spirit within, **Selshysha** emerges. Freed, it seeks to escape via the waterfalls to the caverns and lakes above.
- the Reclaimers obey all of Selshysha's commands and speak its language.

## Selshysha's Whispers : Legendary

### Actions

Even ensconced in crystalline ice, Selshysha yet whispers to the waking. Any ability referencing the crystal's position instead references Selshysha once freed.

- *Curse of the Tidemoon*: one creature within line of sight of the crystal makes a DC 15 Charisma save. On failure they suffer -1d4 to all attacks and saving throws. This is cured when they are totally submerged in water.
- *Icerake*: every creature not up against the walls of the ziggurat or otherwise in cover from the crystal makes a DC 15 Dexterity save, suffering 2d6 slashing and 1d6 cold damage on a failure or half on success as a cloud of sharp ice rakes out in all directions.
- *Frigid Beam*: creatures in a 15ft wide 150ft long line out from the crystal make a DC 15 Constitution save. On a failure they suffer 4d10 Cold damage. If they fail the save by 10 or more, they become frozen solid in ice and are Incapacitated until they take any fire or bludgeoning damage.

This encounter is created for **Underground Ziggurat Phased Battle Map**, it can be downloaded here:

<https://www.patreon.com/posts/underground-map-68263566>