

CHRISTIAN EICHHORN'S

ICEWIND DALE

TOME OF ADVENTURES



ICEWIND DALE: TOME OF ADVENTURES

QUESTS FOR RIME OF THE FROSTMAIDEN AND BEYOND

INTRODUCTION

"I SET OUT WITH NOTHING BUT MY GRANDFATHER'S DENTED breastplate and a rusty flail. I miss the days when everything was new and exciting. The bonds we formed lasted for a lifetime; some long, others all too short." — Hirjar, retired adventurer

Hereafter, you will find adventures that can fill an evening with laughter or righteous anger. Or, better yet, adventures that inspire you to expand on them to fashion small campaign arcs.

The quests are balanced for a group of five characters of a specific level, according to the Quests Overview table. Each quest introduces an NPC who supports the characters to the best of their abilities. The encounters are balanced taking the NPCs into account. If a group has more or fewer characters, increase or decrease the level associated with the quest by the difference. For example, "Auril's Sinew" counts as a 5th level quest for a group of level 4 with only four characters. The order presented in the Quests Overview table follows an intentional escalation in scope and exceptionality. I therefore recommend following them as laid out.

To run these adventures, you need the fifth edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. A copy of *Rime of the Frostmaiden* is helpful but not necessary.

Quest Overview

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AURIL'S SINEW

BACKGROUND

Auril's Sinew is an ancient bridge fighting a losing battle against time. It once connected a lost dwarven hold named Morbar to the Ten Trail, spanning a rugged, infested dale in the Spine of the World. In their native tongue, the stout folk call the bridge Araubarak which means as much as "strong backbone." The bridge was heavily fortified in the past, but most superficial structures are all but destroyed by frost and age.

Recently, Auril's Sinew became the target of renascent dwarven spirit. A small band of workers and brave warriors left Mithril Hall to reclaim their long lost hold, which lies just beyond the bridge. The first step of their mission was to restore the architectural masterpiece that once connected Morbar to the wider world—Araubarak.

Their ambition came to a brutal close when the new inhabitants of Auril's Sinew, a goblin death cult led by an otyugh, wiped them out. A straggler named Jainhar Tarsmolger, the younger brother of the expedition leader, only found their dismembered corpses. Shocked and grieving, he made his way to the nearby Ten Towns to search for comrades-in-arms, all to avenge his fallen people.

JAINHAR TARSMOLGER

Jainhar (chaotic neutral male dwarf **berserker**), born and raised in Mithril Hall, left his home at the tender age of ninety two to follow his older brother Garoin.

Statistics. Jainhar has the statistics of a berserker with the following change: Instead of a greataxe attack, Jainhar makes two handaxe attacks.

Appearance. Jainhar looks wild. His stiff, red hair rises from his head like a raging flame. Only strong iron rings can tame his beard. His armor is dyed with the blood of a hundred foes.

Personality. Jainhar is wild. Looked at him funny? That's a grudgin'. Spilled an ounce of his ale? That's a grudgin'. However, if you're ever in a pickle, Jainhar will open that jar for you—a true comrade.

Motivation. I must avenge my brother. No other thought will ever cross my mind.

Mannerism. Jainhar grinds his axes on the whetstones he attached to his leg armor—anywhere and always.

Quote. "That's a grudgin'."



INITIATION

Use one or more of the following ways to introduce the quest to the characters. All information presented is important and interwoven. Use everything found in the different sections to flesh out the party's introduction to the quest giver regardless of the method chosen.

RUMORS

Jainhar raised a few eyebrows when he entered town, wailing and raging against the gods. This is what the townsfolk say about him.

✦ *"Have you met that intense dwarf who makes the rounds through the taverns? His name is Jainbar—or Jainhar? Anywho, he searches for strong arms for some revenge business. Sounds like suicide to me, so the pay would be quite high I s'pose."*

✦ *"An entire dwarven expedition wiped clean from the earth is what I heard. When the name Auril's Sinew dropped, I hightailed out of there. Nothing good will come of it."*

✦ *"Auril's Sinew? Some kind of ruin far off the beaten track from what I know. Not the closest destination to scrounge for treasure. But those are the most interesting ones, am I right?"*

QUEST

Jainhar searches the town's taverns for adventurers. Although drunk hirelings are not the most reliable, they are the cheapest—and Jainhar is short on coin. When the characters down a splendid, mulled wine, Jainhar smacks a sack of gold on the counter—it contains 50 gp. That, and more, if the characters join his expedition. Not only can the characters help Jainhar conquer the ancient bridge Araubarak, but also get shares in the tolls—once Morbar has been reclaimed. Jainhar has the following information to share.

- ✦ Jainhar arrived at the bridge one day after his brother's group.
- ✦ He found the camp deserted, but it appeared like the group planned to return.
- ✦ On the bridge leading up to the fortress, Jainhar found the burnt remains of the expedition, some blown to bits.
- ✦ Jainhar retreated to search for backup.

ENCOUNTER

During their travels, the characters cross paths with an enraged dwarf—Jainhar—and a merchant sitting on a donkey-drawn cart. Tears stream down Jainhar's face, which is covered in a thick layer of frozen, salty water. He was attempting to buy a keg of ale from the merchant, but negotiations have broken down. The characters can intervene or watch how Jainhar knocks the merchant unconscious and serves himself a generous portion. In any case, Jainhar explains the situation to the characters, shaken by sobs. Surely, they are interested in exploring ancient ruins, ripe with treasure and evil monsters?

TRAVEL

To reach Auril's Sinew, the group must travel for several days. During this time, Jainhar shares funny stories about his deceased brother and teaches the characters dwarven drinking games.

AURIL'S SINEW FEATURES

Construction. The viaduct is of dwarven origin, spanning one mile. At its center stands a small, nameless fortress on a massive pillar. The dwarves used granite for its construction which was clad in clinker bricks during its heyday. Now, the bricks are mostly gone and form large mounds in the dale below.

Fortress Levels. The fortress has two proper levels, the upper and the lower. On top of the upper level's roof stands old siege equipment, repaired by amateurish goblins. The watchtowers that stood on the roof's edges are long gone, only the fundament remains.

Inhabitants. Forty goblins and one otyugh live in the fortress. The goblins have painted their faces like skulls and have driven piercings through their flesh, which bleed slightly with every move. All goblins only have 1 hit point.

Smells & Sounds. Outside, it smells of fresh snow. Inside, it smells of cheap wine and refuse. The sounds of raptors and various beasts emanate from the clouded dale below. Sporadically, the roar of dragons interrupts the ruckus, bringing silence for a few precious minutes.

Lighting. Dim light falls into the upper level during the day, otherwise it lies in complete darkness. There are no light sources or windows on the lower level, hence it lies always in complete darkness.

AURIL'S SINEW

DEATH CULT POWERS

The goblins that occupy the fortress worship an awakened otyugh named The Many Tongued God. It resides in the fortress's bastion in the lower level. It has immense psychic powers, being able to sense and harm creatures within 1 mile of its lair. Each time a character kills a goblin, they must succeed on a DC 12 Wisdom saving throw. On a failed save, the character must roll on the Death Cult table. Note: This only occurs if a character actively kills a goblin, not if a goblin commits suicide. The effect lasts as long as the characters are within 1 mile of The Many Tongued God, or until it dies. If the characters leave the 1 mile range but later return, the effects return as well.

Death Cult

d8	Effect
1	The character becomes trapped in an illusory nightmare. The character is stunned for 1 minute. A creature can use its action to shake the character, allowing them to repeat the saving throw.
2	The character feels as if boulders weigh them down. The character gains one level of exhaustion, up to a maximum of level 3.
3	Blood flows from the character's eyes and their head feels numb. The character has disadvantage on all Wisdom saving throws.
4	The character feels their life force draining away. The character's maximum hit points are reduced by 2 (1d4) to a minimum of 1.
5	The character feels weak. Their Strength score decreases by 2 up to a maximum reduction of 6 with a minimum Strength score of 1.
6	The character feels sluggish. Their maximum speed is reduced by 5 feet up to a maximum reduction of 15.
7	The character becomes dazed. They must use their bonus action to snap out of it before they can use their action.
8	A memory causes stress and agony. The character takes 2 (1d4) psychic damage.

WARM WELCOME

The goblins use an ancient dwarven catapult to defend their little fortress. The siege engine stands on the roof of the upper level and is operated by sixteen **goblins**. All wear a small satchel containing a flask of alchemist's fire and several bottles of alcohol—live goblin ammunition.

Tactics. The goblins fire their first warning shot when the characters come into range, then stop. They continue their barrage only after the characters advance within 200 feet or a character attempts to snipe them, for example using a longbow. The goblins have three-quarters cover. If an operator dies, one of the ammunition goblins takes over. As long as five goblins operate the catapult, they can shoot once per round. Otherwise, it takes one additional round for each missing goblin.

Additional Defenders. Goblins in area 2 and 3 use the bridge-facing arrow slits to shoot attackers. They can't hit targets within 30 feet of them due to the unfavorable angle.

CATAPULT

Huge object

Armor Class 12

Hit Points 100

Damage Immunities poison, psychic

Actions

Goblin Bomber. Ranged Weapon Attack: +5 to hit, range 200/600 ft. (can't hit targets within 30 feet of it), one target. *Hit:* 3 (1d6) bludgeoning damage plus 7 (2d6) fire damage.

THE ROOF

To access the roof, the characters can use spells like *fly*, or scale the walls. The 20-foot-high structure is damaged and offers ample grip for climbing, no check required. Staircases on the roof lead down into areas 2 and 3.

AREA 1. THROUGHWAY

Entrance. The entrance to the throughway once featured thick iron-reinforced wooden beams as defense. They have long since rotten away. The throughway is therefore freely accessible.

Arrow Slits. One **goblin** stands behind each arrow slit with a readied shot of its shortbow. They have three-quarters cover. The arrow slits facing area 1 allow a goblin to shoot in a straight line, not diagonally. A Tiny or smaller creature can squeeze through an arrow slit.

Staircase Down. Two corridors lead to a staircase in the north and south respectively. Steel portcullises secure the staircases. The mechanism to lower and raise them is located on the wall right behind the staircase inside areas 2 and 3, respectively. A successful DC 16 Strength (Athletics) check lifts the gate so creatures can pass under it while prone.

AREA 2. NORTHERN GUARDROOM

*Many pitiful sleeping bags cover the filthy floor.
Smeared mugs and empty bottles lie in every corner.*

Garrison. Twelve **goblins** are garrisoned in this room. The goblins sound an alarm if they notice an attack and take their stations at the arrow slits.

Treasure. The room contains a barrel with a stash of five flasks of alchemist's fire. The flasks are suspended in delicious lard.

AREA 3. SOUTHERN GUARDROOM

A stinking, filthy room. Soiled rags cover the floor, cheap wine has soaked into a moldy table. Another table looks like an ancient sarcophagus.

Garrison. Twelve **goblins** are garrisoned in this room. The goblins sound an alarm if they notice an attack and take their stations at the arrow slits.

Treasure. The room contains a crate filled with ten cheese wheels worth 10 gp total and a sealed stone sarcophagus the goblins use as a table. The sarcophagus contains a dwarven skeleton wearing a platinum ring worth 100 gp and clutching a *berserker battleaxe*—Jainhar is very interested in the latter.

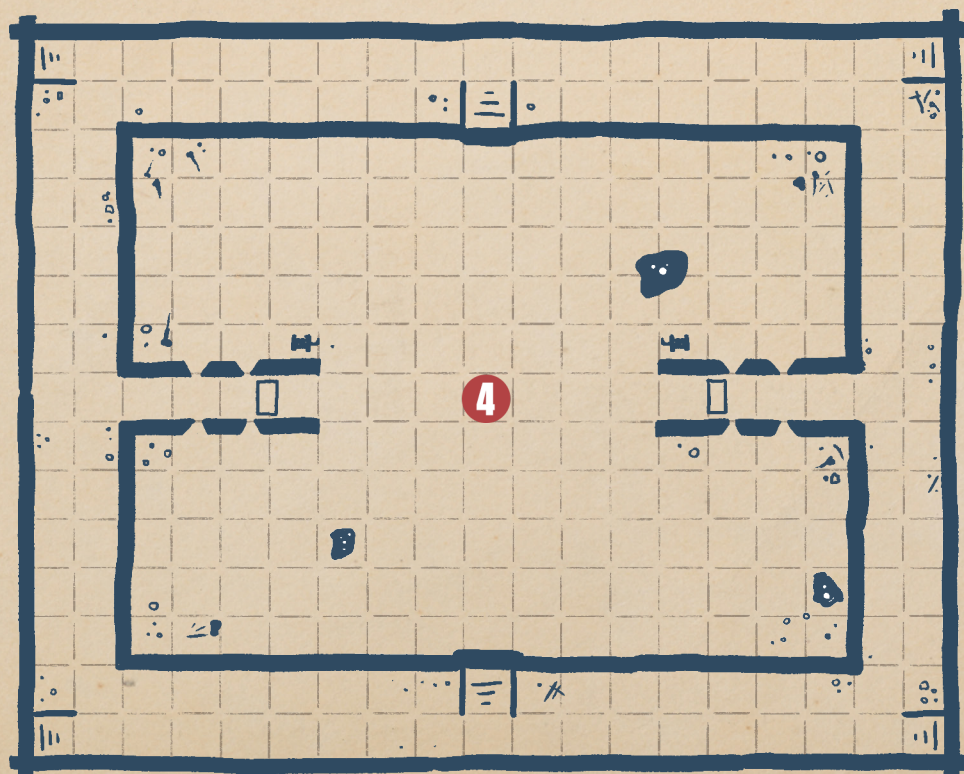
AREA 4. BASTION

Garrison. No goblins are garrisoned in this room. Only after the attackers have overrun their position do the goblins retreat into the bastion. For example, if the characters storm into the throughway without killing all goblins on the roof, the surviving goblins from the roof retreat into the bastion.

Entrances. Solid granite slabs protect the entrance to the bastion. As an action, a creature can raise the slabs using winches on the opposite side of the wall. Unlocking a winch to lower a slab is a free object interaction. When the characters first arrive, one slab stands open. A successful DC 20 Strength (Athletics) check raises a slab so a creature can pass under it while prone.

The Many Tongued God. An **otyugh** made this room its home—The Many Tongued God, the goblins' lord and devourer. It is more intelligent and devious than regular specimens, but still, its only goal is to eat the characters, bones and all. During the fight, it taunts the characters using its telepathy.

Auril's Sinew



Tactics. Roll initiative when the characters advance to the lower level. The otyugh's plan is to lower the opened slab as soon as at least one character is in the bastion—divide and conquer.

Lair Actions. When fighting inside its lair, the otyugh can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the otyugh can devour a goblin within 10 feet of it to take a lair action, causing one of the following effects in its lair:

- ✦ **Nasty Brain Burst.** Creatures within 10 feet of a point of the otyugh's choice must succeed on a DC 12 Wisdom saving throw or take 7 (2d6) psychic damage.
- ✦ **Stink Bomb.** A creature must succeed on a DC 14 Dexterity saving throw or take 14 (4d6) poison damage.
- ✦ **Whiff of Death.** A creature must succeed on a DC 14 Constitution saving throw or is poisoned for 1 minute. As an action, the creature can attempt a DC 12 Constitution (Athletics) check to force the poison out, ending the effect on a success.

Treasure. In the muck, the characters find personal belongings of the recently deceased dwarven expedition worth 500 gp total. Jainhar wants to return it to the families on his way home. Additionally, the characters find an ancient dwarven *breastplate*, +1 named Karak.

CONCLUSION

Once Auril's Sinew is liberated from The Many Tongued God, a new dwarven expedition can finally advance to Morbar. There is no need to succeed on the first try. The characters can return later to give it another try. This unlocks the follow-up quest "Strike the Earth". Jainhar keeps true to his word, but until the dwarves resettle Morbar, the bridge generates no income in tolls.

HISTORY OF MORBAR

Morbar—once a swirling hold beneath the Spine of the World, inhabited by master smiths and stone carvers. Today, an infested graveyard.

The founding of Morbar is shrouded in myth, as the hold suffered many invasions that destroyed the earliest records. The adamant dwarfs always returned to reclaim Morbar, improving its defenses after every defeat.

The latest, and most brutal attack of them all, came by the hands of the duergar and their demon allies. Not only did they kill and scatter the dwarfs to the four winds, but also poisoned the ruins with fiendish magic. Following the atrocity, Morbar became the domain of monsters for centuries.



CRAB COLLECTIVE

BACKGROUND

A population of giant crabs found a wounded creature, featuring many tentacles and an disproportionately large cranium—a fabled ulitharid. The crabs made short work of the morsel and delighted themselves on the briny flesh. The nourishment forever changed the giant crabs, linking their thoughts and unlocking—for them—unfathomable abilities. After their awakening, the crabs became a menace to the fish supply of Lac Dinneshere and beyond. They sank boats, abducted fishers, and made a mockery of civilization.

Intent on stopping the crummy crustaceans, a band of young adventurers set out to bring fire and destruction to their spawning grounds. Far from achieving their dreams, the giant crabs cut the adventurers' limbs from their bodies and slurped their brains. Only one of the group managed to escape, the novice healer Kahna "Fumble" Lefebvre. At least, this is what she thought, but the crabs let her run with purpose. Hunting is an enjoyable pastime, but if the food comes of their own volition, all the better.

KAHNA "FUMBLE" LEFEBVRE

Kahna (chaotic good female rock gnome **acolyte**) grew up in the Ten Towns, or rather between them. She lived in an enclosed wagon with her uncle Potzblitz, a well-known merchant who traveled the Ten Towns and beyond.

Appearance. Kahna wears unusually thin garments for the North. Her uncle Potzblitz enchants them with additional protection against the cold. She wears a beret and earrings that can double as thieves' tools.

Personality. Kahna is a curious and entrepreneurial gnome. She likes to play tricks on people and teases them whenever a good opportunity arises. The recent events have cast a dark shadow over her. It will take a while for her to recover.

Motivation. I want to diversify my portfolio to maximize survivability. Selling spells and health services is lucrative and in high demand. However, tinker toys and crazy machines are the future, no doubt.

Mannerism. Kahna carries a notebook where she scribbles down inventions and business ploys.

Quote. "You can easily double or triple the gains by taking a donkey along. It is better for your back anyway, not carrying the heavy chests filled with gold pieces and such."

INITIATION

Use one or more of the following ways to introduce the quest to the characters. All bits of information are important and interwoven.

RUMORS

The Ten Towns, especially the ones around Lac Dinneshere and the Redwaters, are ripe with rumors and speculations about the rampaging crustaceans. This is what the characters hear in the markets and taverns.

- ✦ *"Cursed crabs. Knucklehead trout is our backbone, without it we can't import enough grain to feed the people! May Ilmater be with us and Myrkul visit their filthy nest."*
- ✦ *"You wouldn't believe it if you hadn't seen it. The crabs scurried from the water, surrounded the village, and drove the people into the sea. The blood freezes in my veins when I think about their fate."*
- ✦ *"You know the gnome peddler Potzblitz? His niece went to the crabs' lair with a few friends and got them all killed. Adventurers, don't make me laugh. Now she wants to go back, and is searching for some fools to accompany her."*

QUEST

Kahna approaches the characters, looking for a strong band of adventurers. They must be able and willing to defeat the crabs and not die like her friends Olivander and Burgin. She tells the characters the following:

- ✦ The giant crabs' lair lies in a cave between Lac Dinneshere and the Redwaters.
- ✦ The crabs are disturbingly intelligent. It would be folly to underestimate them.
- ✦ The crabs had exposed brains, glowing with purple light.
- ✦ If the characters help her, they will receive a reward from her uncle Potzblitz. Healing potions, spell scrolls, and other useful items are in the cards. Kahna offers goods worth up to 250 gp.

ENCOUNTER

The beaten and desperate Kahna crosses the characters' path. She is shocked, not in her right mind. She tells the characters that she is covered in the guts and blood of her friends who giant crabs ripped apart like leaves. Kahna only needs a short rest and a swig from a flask, then she is ready to go back to settle the score.

TRAVEL

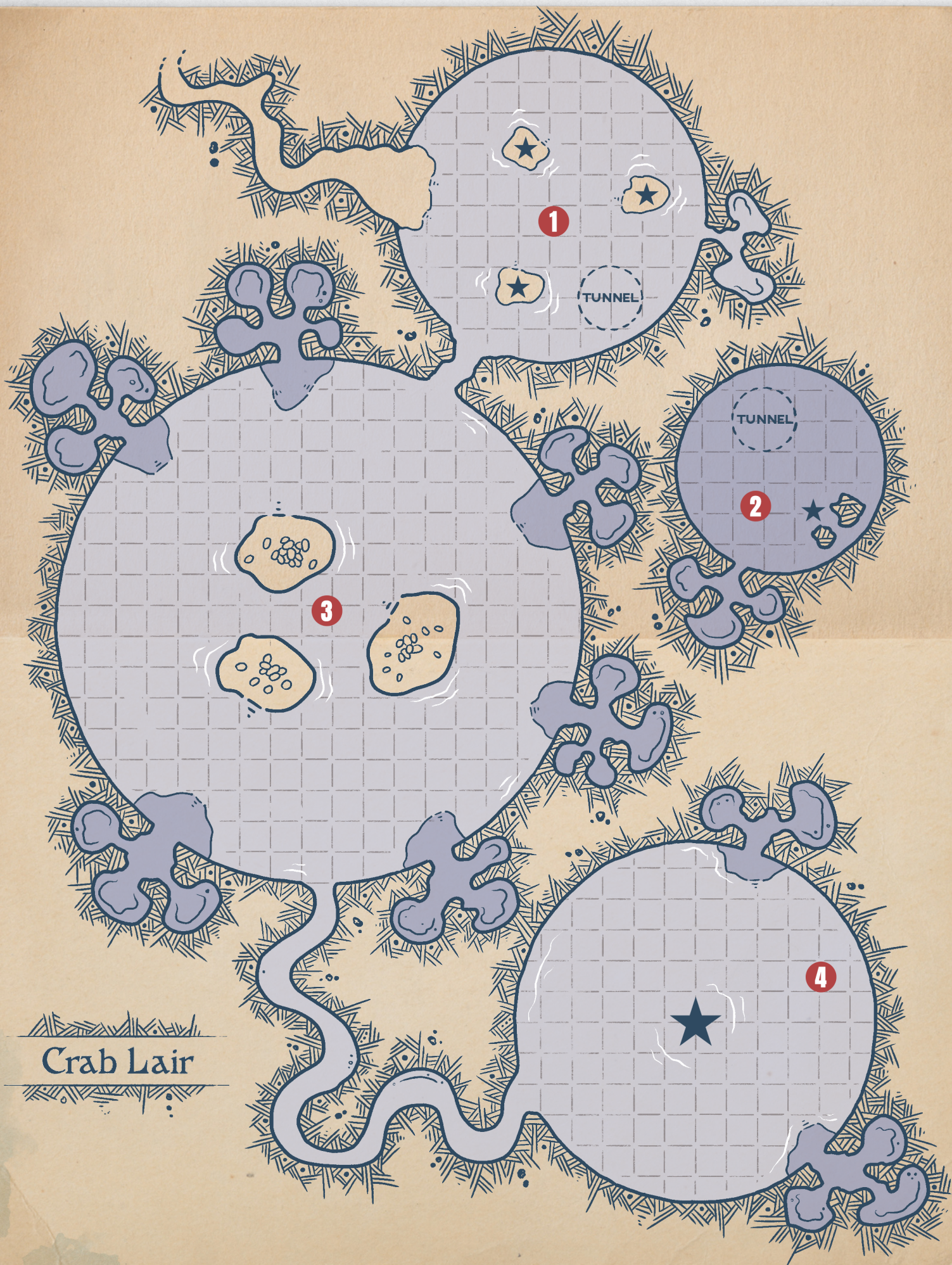
Reaching the lair of the giant crabs takes several days. During this time, Kahna tells the characters of her uncle Potzblitz, who is probably not even her real uncle. She also tells them of her knack for tinkering and her cleric crash course in a temple of Lathander. She had it all laid out. Kill the crabs, loot the room, and become rich and famous. The savior of the North! Sadly, it all came to nothing.

NORTHERN CRABS

Besides the mundane crab (*brachyura*) and the giant crab (*brachyura immanemque*), the hulking crab (*brachyura moribunda*) also calls the North its home. In many scarce regions like the Icewind Dale, the inhabitants rely on the crabs for nourishment and entertainment.

With the rise of the sentient crabs (*brachyura sapiens*), the tables have turned. Coastal settlements without proper defenses find themselves under siege by the cunning crustaceans. Especially merchant ships, much needed to supply the suffering towns, see no quarter against the aggressors.

The future is dire, lest we fight and eat to evolve ourselves.



Crab Lair

THE CRAB LAIR

A pink, translucent slime covers this lair, smelling faintly of fish. The goo emits a dim light, softly illuminating the tunnel. The surfaces are rounded smooth and glisten in the ambient light. Colorful seashells cover some parts of the walls. They are arranged in murals, depicting hunting scenes and decapitated humanoids.

LAIR FEATURES

Dimensions & Surfaces. The cave is made of stone, smoothed by giant crabs. The ceilings are 50 feet high.

Inhabitants. A mutated species of giant crabs remodeled the natural cave and made it their lair. The crabs can communicate telepathically up to 1 mile. Their carapaces have expanded to accommodate their enlarged brains. A transparent shell protects the organ against attacks.

Lighting. A pink, phosphorescent slime spreads dim light in the lair.

Smells & Sounds. It smells of fish. Only the murmur of water permeates the area.

AREA 1

Not far into the room, the solid ground gives way to a shallow pool of murky water. Large statues stand on a few islands that stick out of the water. The artworks are made of bone and depict crabs in the process of ripping humans apart. Another shows a crab cutting the legs off a dwarf.

Statues. The statues are purely artistic and serve no other function than to distract and intimidate aggressors. A successful DC 12 Intelligence (Medicine) check reveals that the bones originate from various humanoid races like humans, elves, and dwarves.

Submerged Tunnel. A steep, submerged tunnel connects area 1 and area 2. The tunnel is 60 feet long and 10 feet wide. A successful DC 15 Wisdom (Perception) check reveals the location of the tunnel's entrance which is not immediately visible through the murky water.

Visibility inside the tunnel is decreased: even with a light source shedding bright light, the characters can only see 10 feet.

Monsters. The characters face ten **giant crabs**. In this room, they have no special abilities.

Ambush Tactics. If the characters inspect the statues, the giant crabs shoot out of the submerged tunnel, surround one character, and attack until they grapple the character. The crabs then retreat into the submerged tunnel to reach area 2, dragging the character along, to drown their prey. The crab that drags the character uses its action to Dash, the others secure the tunnel against pursuers.

Investigation. The characters can learn the following when examining the crabs:

- ✦ A successful DC 10 Intelligence (Nature) check reveals that these crabs haven't evolved naturally.
- ✦ A successful DC 14 Intelligence (Medicine) check reveals that the crabs possess an unnatural organ with arcane resonance chambers.
- ✦ A successful DC 16 Intelligence (Arcana) check reveals that they share similarities with cranium rats, the servants of illithids and the like.

AREA 2

A gigantic octopus lingers in the room. Heavy stones sit on two of its tentacles, holding it in place.

Giant Octopus. The crabs hold a live **giant octopus** captive in the room. They feed refuse to the animal to fatten it. If the crabs manage to drag a character into the room, they throw the character into the octopus's tentacles, after which it attempts to kill and feed on the character. The octopus counts as grappled by the stones, to which it is tied with two of its tentacles. The characters can avoid the octopus and traverse the room if they desire.

Negotiation. If the characters can speak with the octopus, for example with the help of a *Speak with Animals* spell, the octopus asks for help. It promises to help the characters kill the crabs if they remove the stones. A successful DC 14 Wisdom (Insight) check reveals that the octopus would be true to its word. A successful DC 14 Dexterity (Sleight of Hand) check, or 10 minutes of work, frees the octopus.

Indigestible Refuse. The crabs throw items the octopus didn't digest into the smaller, southern chambers. A successful DC 16 Wisdom (Perception) check, or 1 hour of searching, reveals twenty *sling bullets*, +1 worth 20 gp total; navigator's tools worth 25 gp; and a *cap of water breathing*.

AREA 3

In this room, translucent eggs pile up on small islands. Something writhes inside each. The water is shallow but deepens at the edges.

Egg Mounds. A total of thirty giant crab eggs lie on small islands, surrounded by shallow water. A successful DC 16 Intelligence (Arcana) check reveals that by eating an egg, one gains telepathic abilities. After eating an egg, for 1 hour, the creature can communicate telepathically with creatures within 120 feet of it. Unfrozen, an egg remains edible for 72 hours, after which a **crab** hatches that grows into a **giant crab** within a month.

Monsters. The characters face twenty **giant crabs**. They hide in the various antechambers which are completely submerged. In this room, they can use group actions as detailed below.

Group Actions. As long as there are more than ten giant crabs present, they can invoke their innate magic to take group actions. On initiative count 15 (losing initiative ties), the giant crabs take a group action to cause one of the following effects:

- ✦ **Confusion.** A creature within 15 feet of a giant crab must succeed on a DC 13 Wisdom saving throw or is affected by the *confusion* spell until the end of its next turn.
- ✦ **Dominate Person.** A creature within 15 feet of a crab must succeed on a DC 13 Wisdom saving throw, made with advantage, or is affected by the *dominate person* spell until the end of its next turn.
- ✦ **Paralyze.** A creature within 15 feet of a crab must succeed on a DC 13 Wisdom saving throw or is paralyzed until the beginning of their next turn.

AREA 4

A gigantic statue stands in the center of the room, made of bone, sinew, and pink muscles. It depicts a crab with an enlarged carapace, stepping on crushed skulls.

Monsters. The characters face twenty-five **giant crabs**. They can use group actions as detailed under area 3, and lair actions as detailed below.

Lair Actions. As long as there are more than ten giant crabs present, they can invoke their innate magic to take lair actions. On initiative count 20 (losing initiative ties), the giant crabs take a lair action to cause one of the following effects:

- ✦ **Dissonant Whispers.** The crabs cast the *dissonant whispers* spell (save DC 12) on one target. On a failed save, the target runs toward the exit.
- ✦ **Flush Down.** A torrent shoots down the corridor and into the room. All creatures without a swimming speed must succeed on a DC 12 Strength saving throw or are flushed to the base of the gigantic crab statue.
- ✦ **Giant Claw.** The gigantic crab statue makes a special claw attack (+6 to hit, reach 10 ft.) against a creature. On a hit, the target is grappled (escape DC 14). The statue can grapple up to two creatures.

Treasure. Looting the room, the characters find *elven chain* in the northern, submerged antechamber.

CONCLUSION

With the giant crabs dead, peace returns to the North—for now. The adult giant crabs telepathically communicated the entirety of the characters' atrocities to the minds of their unspawned offspring, giving them ample reasons for revenge. Unless the characters collect or destroy all thirty eggs in area 3, the giant crabs return, hellbent on destroying the murderous characters.



THE THREE LAKES

The Redwater, Lac Dinneshere, and Maer Dualdon connect the Icewind Dale to the wider world. Any threat to the lakes is a threat to the continued survival of the Ten Towns.

Aside from awakened crabs; undead pirates, sea dragons, or frost giants may contest the waters. The fish living in the lakes are as important as the access to the Sea of Moving Ice, if not more so. A plague that kills the knucklehead trouts would spell doom for the Northerners.

Notable inhabitants of the lakes are the elven ice druid Rilifarn, the cursed merfolk queen Migus'dey, and a gnome named Fiddlesticks who operates a mechanical killer whale.

Fisherfolk in the North live a dangerous life indeed.



HUNTING GROUNDS

BACKGROUND

A small village of sedentary orcs and half-orcs, hidden in the rugged highlands, faces an existential threat.

A mythical beast known as Muugin the Devil Spider contests their hunting grounds, picking off the hunters and feeding on the villages' strongest fighters. In their need, the orcs resorted to raiding caravans, like in the olden days. Kork, the son of the chief suspects that this brings yet more trouble to the village's doorstep: self-righteous adventurers seeking to put the settlement to torch without a second thought.

Marka (neutral female **orc eye of gruumsh**) is the chief of Uhng and mother of Kork. She doesn't heed her son's wise words and replenishes the dwindling supplies with raided goods. Might makes right, she thinks, and enjoys the spoils. Without her knowledge, Kork set out to make a preemptive strike. Armed with his tongue, he wants to steer the adventurers' anger into more fruitful directions—against the invader of Uhng's hunting grounds.

Meanwhile, the Devil Spider builds itself a fine nest and spins cocoons, day in and day out.

KORK

Kork (neutral male half-orc **scout**) lives in the village Uhng. He is the son of the chief and an unknown father. No matter, he has other orcs to look up to.

Appearance. Kork has two magnificent tusks that shine with youthful strength. His black hair is shorn on the sides, forming a lazy mohawk. He wears sturdy leather armor and an impressive longbow on his back.

Personality. Kork is bright and does everything in his power to help Uhng's community. He likes negotiating with fur traders and happily makes trips to the market. He is reliable and a born leader.

Motivation. If I don't do something about the threat, Uhng is in big danger.

Mannerism. Kork enjoys looking at his tusks and flexing his muscles in front of a mirror.

Quote. "I hunted almost three dozen caribou last year. Let's not talk about this year."

INITIATION

Use one or more of the following ways to introduce the quest to the characters. All bits of information are important and interwoven.

RUMORS

In town, the characters hear the following distressing rumors.

- ✦ *"Did you hear about the recent orc raids down the Caravan Trail? Strange thing is, they didn't kill a soul. Only knocked them over the heads and took off with the supplies."*
- ✦ *"My grandmother once said she found shelter in a village full of orcs during a heavy storm. We thought she wasn't quite right in the noggin, but maybe there is more to the story after all."*
- ✦ *"Dirty orcs. I say we cut 'em in half and use 'em as fish fodder. Don't tell my wife I said that. She is a half-orc with a temper, if you know what I mean."*

QUEST

Kork homes in on the characters, seeking staunch adventurers who are not afraid of a proper monster hunt. This is what Kork tells the characters about the quest:

- ✦ A ferocious beast is picking clean Uhng's traditional hunting grounds, leaving the villagers to starve.
- ✦ Kork has no idea what sort of monster it is. No hunter or warrior has returned to tell the tale.
- ✦ For doing the deed, Kork promises the characters a clan heirloom—something he didn't clear with his mother the chief. It is a *vicious battleaxe, +1*.

At this point, Kork doesn't disclose that the village is populated by orcs and half-orcs. A successful DC 14 Wisdom (Insight) check reveals that Kork is holding back information. Confronted, he tells the characters everything.

ENCOUNTER

Journeying across the country, the characters encounter Kork conversing with three **bandits** posing as adventurers. The half-orc is attempting to convince the pretend adventurers to follow him to Uhng and help him slay the monster which threatens his people.

When Kork turns around to show them the way, the characters witness the bandits drawing their weapons to stab Kork in the back. Assuming Kork survives, he pleads to the characters to help his starving village.

TRAVEL

To reach Uhng, the group must travel several days. During this time, Kork comes clean and tells the characters that Uhng is a village of orcs and half-orcs. Their peaceful ways ended, however, when the beast eradicated their best hunters and game.

During the last day of travel, the group comes upon the site of a recent caravan raid. Several wounded lie on the ground, their emptied wagons still burning. For Kork, it is clear as day that his people are responsible. He attempts to help the victims of the raid the best he can, dressing their wounds and starting a proper campfire. To the characters, Kork says they must hurry—else his people get a taste for war again.

UHNG

*A lively village lies nestled between rolling hills.
Tanned pelts hang out to air, woodworkers chip
away at de-branched tree trunks.*

Unless the characters insist on going to the hunting grounds immediately, Kork brings them to Uhng. Before going into battle, he wants to introduce the adventurers to his mother Marka, to receive her blessing and aid. The old villagers are distrustful of the characters but not hostile. The children, on the other hand, are very interested and trail behind them.

Spoils of War. Making their way through the village, the characters notice crates, sacks, and draft animals in a barn—the spoils of war. If the characters inspect the looted supplies, eight old village **orcs** appear to scare them off. They are armed with warhammers and shields, and only have 7 hit points. A successful DC 14 Charisma or Strength (Intimidation) check drives the orcs away.

Chief Marka. The chief is an impressive sight—well-muscled, wearing thick blackened armor. Every ten years, the leader of the village is decided during an elimination tournament, which Marka has handily won two decades in a row.

Her plan to deal with the monster is as follows: Wait till it clears out the hunting grounds and moves on. Until then, the orcs raid caravans to survive. A plan Kork vehemently disagrees with, knowing the merchants better than his mother.

Marka interrogates the characters for fun, asking about their exploits and what manner of beast they have slain so far. She forbids Kork from joining the party, but Kork whispers to the characters that he will sneak out later. He promises to join them on the way to the hunting grounds. A successful DC 14 Charisma (Persuasion) check worms two *potions of healing* out of Marka's personal stash—items taken from caravans.

Marka's Motivation. Marka sees the monster more as an excuse than a problem. She has personally led several raids and enjoys them more than hunting. Although she won't be sad to see it gone, she won't do much to further its demise.

HUNTING GROUNDS

Uhng's hunting grounds are a heavily wooded area in a nearby dale. Searching the woods for the monster, the characters soon happen upon recent battle sites featuring large spider nets. The characters can follow the spider prints back to a cave—the Devil Spider's lair.

AREA 1. ENTRANCE

Webbing covers the entire room, the exit forming a small hole on the far side.

There is nothing of interest or worth in the entrance room. The characters must only deal with the webbing, having the chance to test different ways to get rid of it.

AREA 2. CREVICE #1

A deep crevice in the stone parts the passage in two. The way continues on the far side of the divide.

The crevice the characters must cross is 30 feet wide at its narrowest point.

CAVE FEATURES

Webbing. Muugin's webbing pervades the cave system. It counts as difficult terrain. Only strong, magical fire can destroy the webbing. Fire started by cantrips fizzles and dies. A fire started by a spell that uses a spell slot of first level or higher clears an area completely.

Surfaces. The cave is natural and made of rough, bluish stone. Spider webs cover all surfaces.

Crevice. A crevice spans the cave system. It is 300 feet deep, guaranteeing that a character takes maximum fall damage—wherever they wind up. Alternatively, roll a die when a character falls. On an even number, webbing stops the character's fall.

Smells & Sounds. A howling wind blows through the cave, emerging from the crevice. It smells moldy and of secretions.

Lighting. The cave system lies in complete darkness.

AREA 3. STORAGE ONE

Several unmoving cocoons hang from the ceiling of this chamber.

Muugin uses the room as a pantry. A total of six cocoons store random foodstuffs. Roll on the Cocoon Contents table to determine what the characters find or pick an enjoyable option.

Cocoon Contents

d20	Contents
1 - 15	A random, dead forest animal.
16	A dead orc hunter wearing an inscribed steel ring worth 1 gp.
17	A dead human carrying a broken longsword worth 2 gp.
18	A dead elf carrying 5 (1d10) arrows, +1 and a longbow.
19	A dead dwarf carrying a vicious battleaxe.
20	A dead halfling wearing a mithral chain shirt and an inscribed gold ring worth 50 gp.

Maugin's Lair



AREA 4. HATCHERY

Dozens of small mounds made of webbing dot the ground of this room. Wetted webbing also spans between many stalagmites and stalactites. A crevice runs right through the center of the room, splitting it in half.

Crevice. The crevice the characters must cross is 25 feet wide at its narrowest point.

Hatchery. The cocoons all house thousands of spiders. They pop open if a creature touches them, for example while walking by. The characters can prevent contact with a mound if they move at half speed through the room, in addition to the half-speed effect of moving through the web. For every ten feet a character moves at full speed, a **swarm of spiders** attacks them.

Ambush. A **giant spider** hides in the crevice below. A successful DC 17 Wisdom (Perception) check makes the characters aware of its presence. The spider attacks the first character who crosses the crevice.

AREA 5. STORAGE TWO

This room contains yet more of Muugin's victims. The characters find four cocoons with questionable contents, determined by rolling on the Cocoon Contents table (see area 3).

AREA 6. CREVICE #2

The crevice the characters must cross is 16 feet wide at its narrowest point.

AREA 7. MUUGIN'S LAIR

The Devil Spider. Muugin doesn't bear the *nom de guerre* Devil Spider for nothing. It is a monstrous type of cambion with the statistics of a **phase spider** but the following adjustments.

- ✦ It has two creature types: monstrosity and fiend
- ✦ Its Intelligence is 10 (+0)
- ✦ **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
- ✦ **Damage Immunities** fire
- ✦ **Languages** Infernal, Common

Parlay. When the characters arrive in Muugin's lair, it is located on the Ethereal Plane, standing upside down on the 30-foot-ceiling. When the characters search for the monster, Muugin addresses them thusly:

"Welcome to my lair, tasties. I am starving for some bitter-sweet orc meat. Have they sent you as a tribute? Oh, how diabolic. But do tell, why not spin a plan together? We could kill the tasty orcs if you lead me there. I get the MEAT, you get the metal bits. What say you?"

To convince them to follow along with its plan, Muugin promises the characters all they like. For example: invaluable information or its help with a future task. If the characters agree, if only in pretense, Muugin follows them on the Ethereal Plane. If they don't, Muugin attacks.

Tactics. Muugin focuses its attacks on the characters who look the least armored. Once one character is poisoned, Muugin retreats to the Ethereal Plane to look for openings. It intends to slowly whittle the characters down, but is not afraid to die during the fight—as a devil, it will just reform in the Nine Hells.

Treasure. Muugin's gut contains a hellish bezoar worth 250 gp. A successful DC 14 Intelligence (Arcana) check reveals that one can brew a potion from its powder that is the equivalent of a *remove curse* spell. A successful Intelligence check using alchemist's supplies allows the characters to concoct one potion for each multiple of 5, rounding down. For example, a result of 10 generates two potions, a result of 3, none.

CONCLUSION

If the characters slay the monster, they become the heroes of Uhng. They can stay and rest free of charge, whenever they visit. After reforming in the Nine Hells, Muugin returns to ally with a strong enemy of the characters to exact revenge and gorge itself on their meat.

If the characters attack Uhng with Muugin's help, they face thirty **orcs**, Marka (**orc eye of grumsh**) and Kork (**scout**) if still alive. After defeating the combatants, the rest of the village disperses into the foothills to never return. As a true devil, Muugin honors whatever it promised the characters. What comes after is a different story.



THE ORCS

To say the orcs had a bad reputation in the North would be a criminal understatement. Most folk only know that when enough orcs gather, they pour from their mountain lairs like an avalanche and ravage the countryside.

The attitude of an orc tribe solely depends on the chief's whims, meaning that only the aggressive or desperate make themselves known to the settlers and nomads of the North. Peaceful tribes remain where they are, occupied with fighting nature, dragons, and each other.

Famous orcs include the heavy mercenary Double Tusk the Great, the wandering bard Greenpipe, and the ranger Ohrmrock who travels the North on the back of her trusted griffon, Snapper.



LAST REST INN

BACKGROUND

The Last Rest Inn is a magical establishment that appears before travelers who get caught in deadly snowstorms or lose their way in forgotten ravines. Until recently, a hobgoblin named Bortok One-Eye operated the inn, although he is not the creator of the locality. He only took over from the previous owner, who likewise had no idea where the Last Rest Inn came from. Unfortunately for all travelers in the North, an **oni** called Slurper and his gang of **doppelgangers** wrested control of the inn from Bortok. Now, they lure the desperate inside to poison, kill, and rob them—in arbitrary order. Bortok is still safely imprisoned in the inn's larder, but for how long?

A journeying bard named Traveler (neutral female tiefling **mage**) took interest in the inn and wants to have a look in person. Not only is the locality itself of interest to her, the patrons must all have interesting stories to tell. The only downside of the plan being that Traveler must venture into a storm or mortal danger, in the hopes that the Last Rest Inn magically appears from the mists.

TRAVELER

Traveler (neutral female tiefling **mage**) grew up on the road, following around a full-bearded, quill-wielding storyteller. While he wrote and catalogued their adventures, she composed the melodies.

Appearance. Traveler has blue skin and purple eyes. One of her horns is broken, the other long and intimidating. She wears gaudy, colorful clothing, making her stand out—especially in the North.

Personality. Traveler is sly, but keeps an amicable appearance. Unless you are true friends, she wouldn't put her own life at risk to help you out of a pinch. She loves music and dance, taking to a person faster if they have mastered an instrument.

Motivation. I will write the greatest of songs. I just need to find the right inspiration.

Mannerism. Traveler tunes her instruments every morning, immediately after opening her eyes.

Quote. "You see that mountain? For all we know, that could be a dragon's lair. Let's go and see what's what!"

Traveler has the following spells prepared:

SPELLS

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *animal friendship*, *cure wounds*, *disguise self*, *identify*

2nd level (3 slots): *calm emotions*, *invisibility*

3rd level (3 slots): *dispel magic*, *hypnotic pattern*, *Leomund's tiny hut*

4th level (3 slots): *dimension door*, *polymorph*

5th level (1 slot): *legend lore*

INITIATION

Use one or more of the following ways to introduce the quest to the characters. All bits of information are important and interwoven.

RUMORS

For decades, if not centuries, the Last Rest Inn has been known to the inhabitants of the Ten Towns. All but the greatest dunces know it is real and not just an old wives' tale. This is what the people tell after the sun has set and the fireplace burning.

✦ *"It was my grandmother's birthday, and my granddad set out to pluck a bunch of her favorite flowers. If you wouldn't know it, a terrible snowstorm ravaged the town soon after. My grandfather only returned the next morning, completely drunk but with the prize in hand."*

✦ *"My aunt told me she found some notes about the Last Rest Inn in the temple of Oghma, dating back to 1345 DR. Hard to believe it's been around that long. Never seen it myself by the way, and I don't plan to."*

✦ *"Have you seen that tiefling around town? Asks people about the Last Rest and takes notes in some fancy book. I had a quick glance, only saw a bunch of pricks in there. Better stay clear of that one."*

QUEST

The characters spend an enjoyable evening in a local tavern. Roasted venison, warm mead, tempting acquaintances. Meanwhile, a storm batters the town and covers the roofs with mounds of snow. A chirpy tiefling bounces down the stairs and proclaims that it is a "fine day for a walk." Because everybody is ignoring her, Traveler pouts her mouth, and homes in on the characters. This is what she tells them:

✦ It is one of her life's dreams to once dine in the Last Rest Inn.

✦ One can only find the inn by traveling the North in mortal danger.

✦ If the characters agree to help, Traveler offers them a special boon of Tymora, to be paid after completion. Using the boon, they can change their fate once by offering a piece of gold to Lady Luck. Winning a coin flip, a character can turn any roll of the die into a 20.

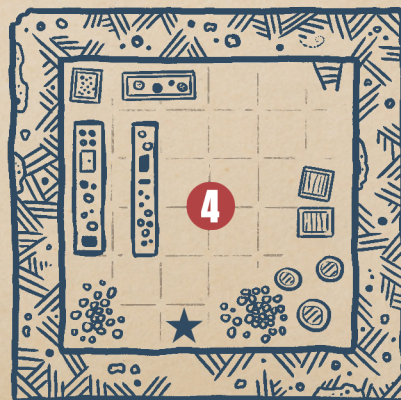
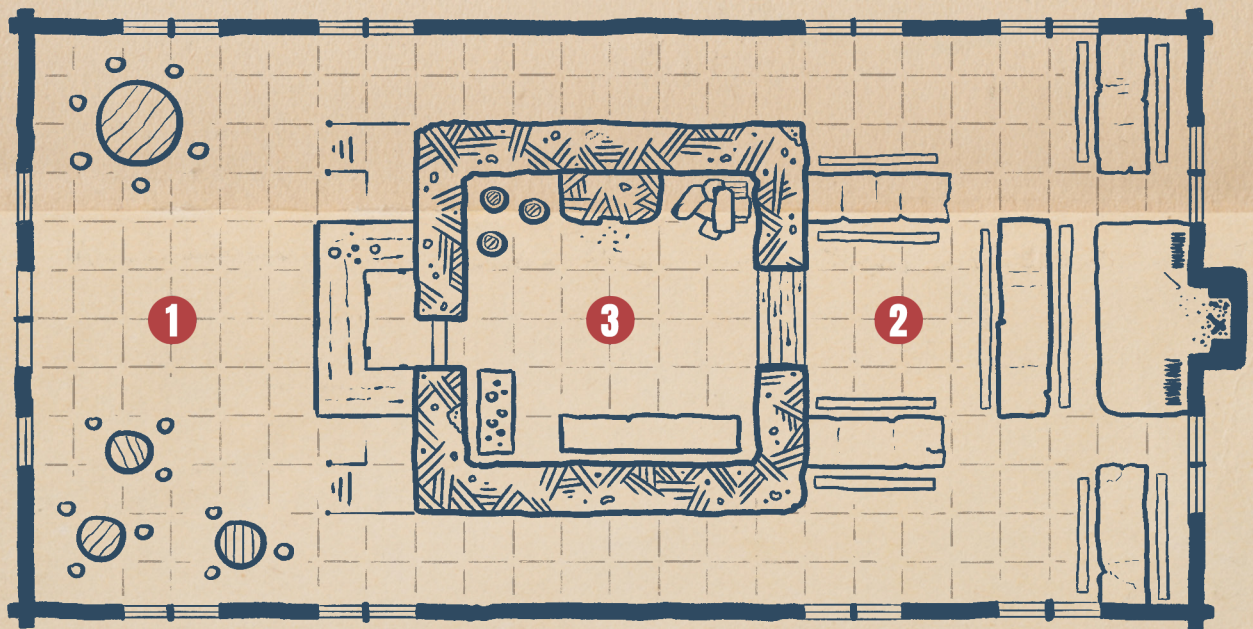
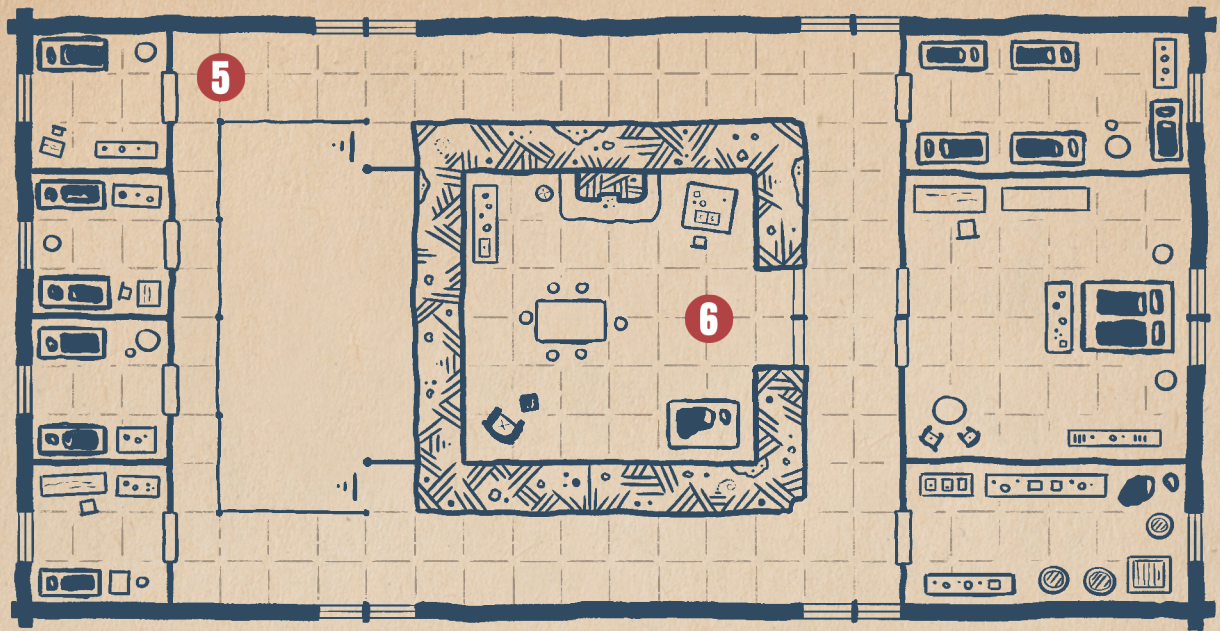
After the characters agree, Traveler shoos them out into the cold.

ENCOUNTER

A storm surprises the characters in the middle of nowhere, bringing them to the edge of death. In the distance, they see a door closing and illuminated windows. If they enter the Last Rest Inn, they come in shortly after Traveler, who is excited beyond belief.

TRAVEL

Reaching the Last Rest Inn is a question of perseverance. The group defies the storm, as per Traveler's instructions. For each hour that goes by, the characters gain one level of exhaustion. The point of no return is the trigger. They must travel for 4 hours, accruing four levels of exhaustion before the Last Rest Inn appears. Until then, the characters can turn around any time, aborting the quest.



Last Rest Inn

INN FEATURES

Lighting. Hundreds of candles illuminate the rooms, shedding bright light.

Restoration. Upon entering the Last Rest Inn, a resident healing spell removes all levels of exhaustion visitors suffer from.

Smells & Sounds. It smells of mulled wine and roasted pork. Laughter and toasts dominate the ambient sound. There is no music until Traveler starts her performance.

Surfaces. The inn is built from wood, polished and waxed, around a central structure of rough granite blocks and mortar.

LAST REST INN

AREA 1. ENTRANCE

A warm wind blows upon entering the room, revitalizing freezing flesh and driving away the cold. Not far from the door, orcs, dwarves, and elves share a table and toast each other. Behind the counter, a one-eyed hobgoblin bows shortly and fills a hefty tankard with foaming ale.

False Bortok One-Eye. The **doppelganger** behind the counter pretends to be Bortok One-Eye. It explains where the characters are and services them as is customary in roadside inns. The Inn Rooms table shows the prices Bortok lays down. The ploy is to attack the characters during the night. After killing them, Slurper eats the Small or smaller ones and throws out the rest.

Inn Rooms

Type	Per Night
Storage	1 sp
Single bedroom	1 gp
Double bedroom	1.5 gp
Five bed adventurer combo	2.5 gp
Jarl suite	10 gp

Traveler. Traveler is overjoyed to have found the place and peppers Bortok with questions. The doppelganger doesn't like the attention and gruffly puts her off. He promises to answer questions on the morrow, when there is more time. Traveler reserves the Jarl suite for the night.

Patrons. When the characters enter, the inn is well visited and in full swing. The Area 1 Patrons table shows which people the characters encounter. All are friendly, attempting to start a conversation with the characters. A successful DC 16 Wisdom (Insight) check reveals patrons with dubious intentions—the doppelgangers. They linger as backup; in case somebody sees through the charade and makes trouble.

Monsters. If hostilities break out, the four doppelgangers attack the characters. Three doppelgangers from area 2 reinforce after 1 round. The real patrons are confused as to what is happening and remain passive.

Area 1 Patrons

Name	Species	Backstory
Romar	Dwarf	A resident of Mithril Hall who got lost while recruiting mercenaries.
Siluin	Elf	An herbalist who got lost searching for berries.
Bloodletter	Orc	A hunter who got lost stalking caribou.
Steve	Human	A doppelganger pretending to be a shepherd.
Klek	Tabaxi	A doppelganger pretending to be no thief, no sir!
Savi	Elf	A doppelganger pretending to be a scholar.

AREA 2. TAPROOM

Several patrons enjoy hearty meals, illuminated by dozens of colorful candles. A small but steady fire burns in the fireplace.

Food and Drink. A **goblin** named Cook services guests in the taproom via a service hatch from area 3. The characters can order food and beverages. A successful DC 12 Wisdom (Insight) check reveals that Cook is distressed. He is not part of the ploy but the actual cook. The doppelgangers didn't get rid of him since none of them can conjure up palatable dishes.

Secret Message. If the characters order food, Cook smuggles a crude message into the meal. It says “Run. Danger. Krasnik!” A character who speaks Goblin knows the word krasnik to mean doppelganger. Cook’s Common doesn’t cover doppelganger, unfortunately. If the characters ask about the note, Cook doesn’t want to risk his life and pretends to not know what the characters are talking about, telling them to be silent and drink.

Traveler. Traveler is enchanted by the experience and can’t help but start playing her violin. She plays encouraging songs in front of the fireplace for 1 hour.

Patrons. As with area 1, some patrons are real, others are doppelgangers. Consult the Area 2 Patrons table for information.

Area 2 Patrons

Name	Species	Backstory
Carlyle	Human	A parson who got lost during a pilgrimage.
Zina	Half-elf	A scout who got lost keeping an eye out for trouble.
Marak	Reghed	A hunter who got lost after fleeing from a mammoth.
Jagwen	Half-elf	A doppelganger pretending to be a wandering healer.
Burb	Half-orc	A doppelganger pretending to be a mercenary.
Karen	Human	A doppelganger pretending to be a food critic.

AREA 3. KITCHEN

The smell is divine. Raging flames lick golden pork. Showered in fresh thyme.

Cooking (for) Goblins. The kitchen is Cook’s sanctuary. He keeps it spotless, otherwise he couldn’t guarantee the quality of his dishes. Cook is in fear of his life since Slurper took over the business.

Hidden Trapdoor. Empty grain sacks cover a trapdoor that leads down into the larder, where the villains keep Bortok. A successful DC 14 Wisdom (Perception) check or 1 minute of searching reveals the unlocked cover. The doppelgangers keep it covered so nobody gets tempted to search the larder for wine or other foodstuff without their knowledge.

Treasure. Cook wields two *daggers*, +1. He calls them Carver and Fillet Mignon.

AREA 4. LARDER

The low room is stacked with barrels, crates, and shelves. Next to two piles of potatoes lies a shackled hobgoblin—an eyepatch covers his left eye-socket.

The True Bortok. For now, Slurper keeps Bortok (lawful neutral male **hobgoblin**) alive. The oni is unsure whether the Last Rest Inn will continue to exist after the owner dies. Until Slurper knows for sure, Cook supplies Bortok with food and water. When Bortok notices the characters, he asks them about their most dangerous kill. If their answer is on par with an oni, he asks if they would be so bold as to face the oni Slurper in combat. Otherwise, he suggests running for their lives.

Shackle Trap. The shackles Bortok wears are special ones, unbeknownst to him. The trap is constructed the following way:

✦ **Trigger:** The shackles are a polymorped **mindflayer**. A successful DC 10 Dexterity check using thieves’ tools unlocks the shackles. Any attempt to open the shackles triggers a *glyph of warding* containing a 9th level *dispel magic* spell. The spell returns the mind flayer to its true form, which is furious and attacks.

✦ **Finding:** An *identify* spell cast on the shackles or a successful DC 13 Intelligence (Investigation) check reveals the *glyph of warding*. An *identify* spell also reveals the true nature of the shackles. A *detect magic* spell reveals two things: an abjuration spell in the form of a glyph and a transmutation spell on the shackles.

✦ **Disarming:** Casting *dispel magic* dispels the *glyph of warding*. A skill check as per the *dispel magic* spell decides if the *true polymorph* spell ends as well, essentially triggering the trap.

AREA 5. SECOND LEVEL

The second level features different rooms the characters can rent. Some are already occupied by other patrons.

Nightly Attack. If the characters rented one or more rooms, the doppelgangers attack during the night. They start with the room with the least number of characters and work their way up.

The *modus operandi* is to sneak into the room, take away the characters' weapons, and then attack to kill.

Ill-gotten Gains. If the characters want to rob the place clean, roll on the Loot the Room table to determine what they find.

Loot the Room

d6	Loot
1	Silver pantaloons worth 250 gp.
2	A jeweled walking stick worth 50 gp.
3	An engraved wedding ring worth 25 gp.
4	A silver locket containing a portrait of two loved ones worth 10 gp.
5	A bronze sphere containing priceless memories worth 5 gp.
6	A glass eye worth 1 gp.

AREA 6. SLURPER'S ROOM

Some fine furniture stands in this room: a burl wood table, a spacious canopy bed, a bronze plated fireplace, and a cushioned armchair.

Door. The double door leading into the room is locked. A successful DC 14 Dexterity check using thieves' tools opens the door. Slurper locked it from the inside, pretending to be trapped there.

Disguised Monstrosity. The armchair that stands in the south-western corner of the room is a disguised **umber hulk**, Slurper's faithful pet named Burrowking. A *major image* spell hides it from plain sight. The positioning of its body is so that one can use the illusory armchair as per usual. A successful DC 13 Intelligence (Investigation) check or a *detect magic* spell reveals that a creature hides beneath an illusion. A successful DC 13 Wisdom (Perception) check reveals it after sitting down, not before.

Another False Bortok. Slurper lives in the guise of Bortok One-Eye using its Change Shape feature. When the characters enter the room, Slurper thanks them for freeing him. This is what the disguised oni tells the characters, not knowing if they already found the real Bortok in the cellar:

✦ Slurper invites the characters to sit down, hoping that one of them sits down on the armchair which is his pet in disguise.

✦ The nasty doppelgangers imprisoned him in his chamber and took over the Last Rest Inn.

✦ If the characters tell Slurper that the doppelgangers are dead, it congratulates the characters, inviting them to stay the night for free, with drinks on the house. Slurper and Burrowking then attack during the night.

✦ If the doppelgangers aren't defeated yet, Slurper suggests that he and the characters take them out together. Slurper attacks the characters from behind when the fight starts.

A successful DC 15 Wisdom (Insight) check sees through Slurper's lies.

Monsters. The characters face Burrowking (**umber hulk**) and Slurper (**oni**). Slurper wields a *life stealing glaive*, +2 (functions like a *sword of life stealing*) named Little Slurper.

Tactics. Slurper turns invisible immediately, letting Burrowking take the first hits. After the umber hulk falls below 50 hit points, Slurper blasts everybody with a *cone of cold* and attacks.

CONCLUSION

After killing Slurper and his posse of doppelgangers, umber hulks, and mind flayers, the Last Rest Inn returns to the capable hands of Bortok—if the hobgoblin survives. If Bortok died during the quest, the inn elects Cook, Traveler, or Bloodletter as the next proprietors—in that order. If all died, a commoner named Bob who walks into the inn right at that moment wins the day and becomes the new owner.

As a reward, the inn creates a magic whistle for characters. As an action, the characters can summon the Last Rest Inn once per week, but only on the Prime Material Plane. It appears in the nearest unoccupied space.



EXTRAPLANAR INNS

There are more extraplanar inns than one might suspect. For one, there is the Last Rest Inn, which we encountered in the previous quest. Then, there is the Café of Broken Dreams, where all heroes meet who have died or never came to be. Most often, travelers encounter the café somewhere in the Nine Hells.

A more lively inn is that of Doubleducks, which assembles itself in infinite instances on the plane of Limbo, all attended to by a simulacrum of the mad gnome mage. That particular inn, however, one can only reach with certain spells.

And let us not forget Zog's Arcane Farrago. Not exactly an inn, but Zog greets all visitors with a piping hot tea. It is located in Waterdeep, but doors to enter it might appear in every corner of the Realms.



MOON SHADE MEAD

BACKGROUND

In a small halfling village near one of the Ten Towns, the annual Fermentation Festival approaches. The hamlet's name is Synberg, and it is known far and wide for its potent and delicious meads and brews. A special breed of frost resistant bees and ancient recipes guarantee an enjoyable evening in the local meadery, the Sweet Tooth Hall. As is the tradition, the locals and many guests elect the queen or king of ferments during the festivities.

One young halfling named Ginny wants to win this year's crown, no matter what. After her parents practically abandoned her late grandfather's meadery, she took it upon herself to return it to glory. Scouring through her grandfather Mostard's recipe book, she found a peculiar entry: "Moon Shade Mead." According to the recipe, Ginny needs an ample supply of moon shade berries. Not knowing what these are or where to find them, Ginny set out to get help from wise scholars—or a band of adventurers, if her funds only suffice for that.

GINNY

Ginny (neutral good female halfling **commoner**) is a halfling born and raised in Synberg. She leads a simple but happy life.

Appearance. Ginny is a young halfling with auburn hair and red, chubby cheeks. She wears earrings made of wood and several scarves of assorted colors.

Personality. Ginny is resolute and bubbly. She holds traditions in high regard and scolds people who don't show proper manners. All in all, she is a hard-working and well-eating halfling.

Motivation. I want to lead a proper life. Help people in my community, raise fine children, and leave the world a better place than I found it.

Mannerism. Ginny pats peoples' backs really hard to cheer them up.

Quote. "Birds have wings to fly, fish have gills to breathe. And we halflings have tummies to eat, that is what my grandfather always said."



INITIATION

Use one or more of the following ways to introduce the quest to the characters. All bits of information are important and interwoven.

RUMORS

Many locals are interested in the Fermentation Festival. For some, it is their favorite time of the year. The characters can overhear the following rumors:

✦ *"Me and the family are going over to Synberg this year. We missed the festival last time, what a shame. Oxwong won the crown for the third time in a row I hear. Devils, if I don't get a taste this year, I'm going to cry."*

✦ *"This ale tastes like weeks old donkey piss! Maybe we should start our own festival, might just save some lives in the process."*

✦ *"Did you see the young halfling from Synberg scouring the market today? She asked about moon shade berries. Never heard of them. I hope she finds them though. Should make some damn fine mead I dare say."*

QUEST

While going about their business, a resolute halfling stands in the characters' path. "You there," Ginny proclaims, "have you come about any moon shade berries in your adventures? And excuse me, my name is Ginny. Pleased to make your acquaintance."

Ginny attempts to convince the characters to help her in her quest to find the legendary moon shade berries. Berries, so sweet and fruity, that they turn every beverage into a delight fit for the gods. If that is not enough to get the characters' mouths watering, Ginny offers to share the prize money she will win during Synberg's Fermentation Festival.

ENCOUNTER

On their way to an unknown destination, the characters hear screams and howling wolves not far off the track. They spot a halfling, hiding in a pine tree, throwing pinecones at a pack of wolves. The characters face three **wolves**, if they intervene.

Rescued from her predicament, Ginny introduces herself and tells the characters that she is on her way to the Arktuhm Caves, an ancient place of power where the fabled moon shade berries grow. However, seeing that she almost lost her life before ever reaching the caves, Ginny asks the characters to accompany her. A shared road is only half as arduous and double the fun, they say.

INVESTIGATION

If the characters accept the quest and not encounter Ginny on the road, they can help her uncover information about the moon shade berries' location.

PERSONAL KNOWLEDGE

The characters may know the following from the top of their heads.

✦ A successful DC 14 Intelligence (Nature) check reveals that moon shade berries draw magic from their surroundings and can have wondrous effects.

✦ A successful DC 14 Intelligence (History or Religion) check reveals that typically, one would search temples of Chauntea or Oghma for such information. Searching for a druid of Mielikki is another option.

RUMORS

Asking around the town, the characters learn the following rumors.

- ✦ *"Moon shade berries? Try Raffael's Cornershop, he sells all sorts of tinctures and potions."*
- ✦ *"Moon shade berries? Best ask the priests in the temple, they do nothing besides bury their heads in the books. They ought to know something. Lazy sods."*

TEMPLE ARCHIVES

In whatever town the characters start their adventure, they at least find a temple of Oghma or Chauntea. Searching the temple archives, the characters can learn the following.

- ✦ Researching books and journals for several hours, the characters learn the likely location of moon shade berries: the Arktuhm Caves.
- ✦ A successful DC 14 Intelligence (Investigation) check reveals old eyewitness accounts of undead activity in the vicinity.
- ✦ A successful DC 16 Intelligence (Investigation) check reveals that the caves have some religious import to Reghed and Uthgardt alike.

RAFFAEL'S CORNERSHOP

Raffael (lawful neutral male half-elf **mage**) is a frail alchemist in the winter of his life. He knew Ginny's late grandfather Mostard from way back when. If someone mentions the late halfling, Raffael is immediately friendly and tells the group of the many drunken nights they shared. At least those he remembers.

Raffael has no information about the location of the moon shade berries. However, if the characters bring him a wicker basket full, he can fashion them some potent potions from them.

TRAVEL

The characters need several days to reach the caves. The characters can't dissuade Ginny from following them. It is a trek she must take upon herself to honor her grandfather. Additionally, she wants to see more of the world if she gets the chance. Before setting out, Ginny arms herself with a dagger and a sling. She is proficient with both weapons. Additionally, she brings a dungeoneer's pack. During the nights around the fire, Ginny tells the characters about her grandfather and teaches them dirty words in Halfling. The journey is otherwise uneventful.

ARKTUHM CAVE FEATURES

Pilgrimage Site. Over the centuries, visitors on their way to the Arktuhm Caves have changed the landscape. In a mile radius around the site, piled stones line the paths, and intricate carvings adorn the trees. Inside the caves, small offerings fill nooks in the walls.

Necromantic Corruption. A great evil has turned the Arktuhm Caves into a den of the undead. Dead creatures that lie in the caves for more than 1 month rise as undead.

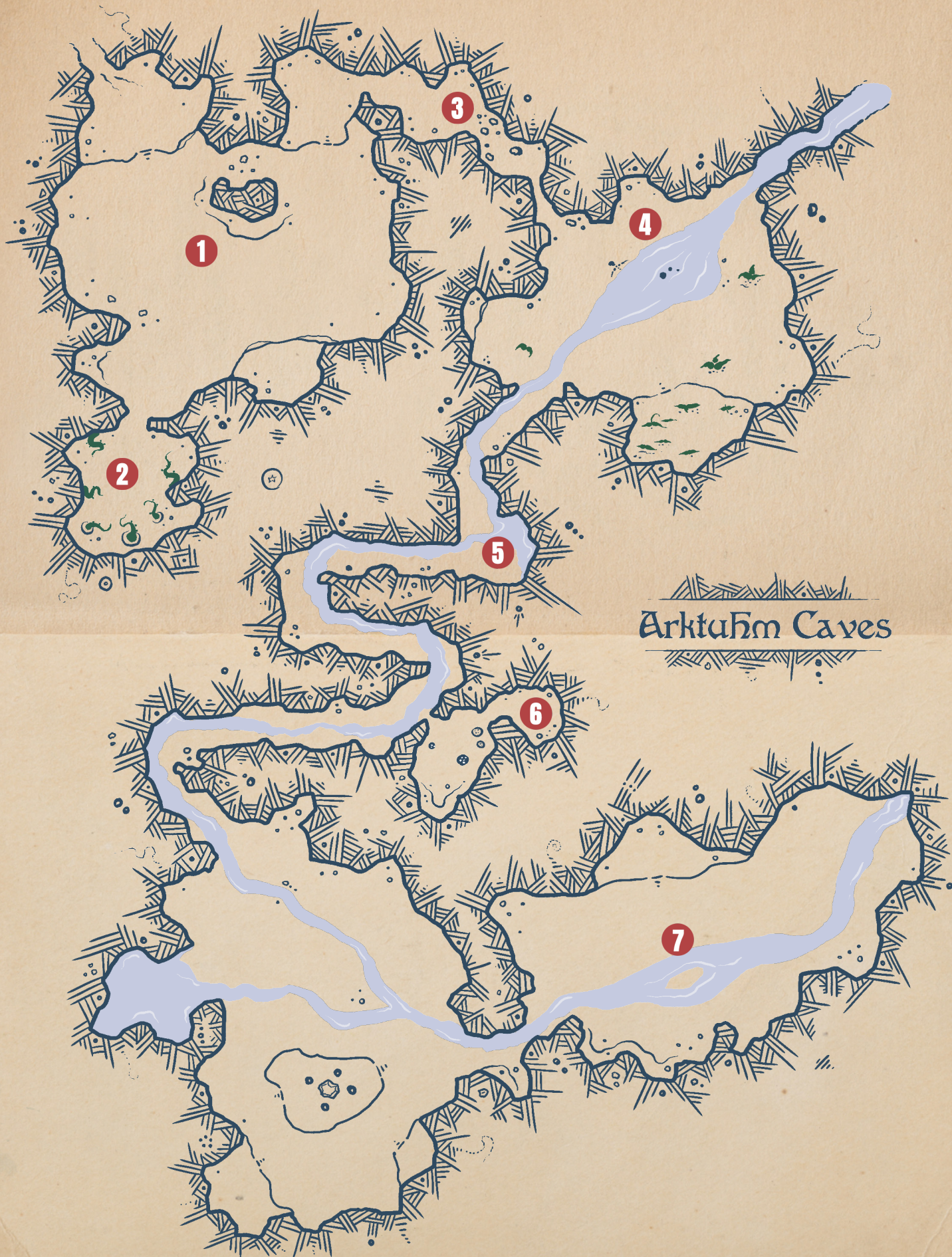
Smells & Sounds. A chortling creek runs through the cave. The sound of the rushing water permeates all the way to the entrance. It smells of fresh plants with a hint of decay.

Surfaces. The floor, walls, and ceiling are bare stone. Due to the moon shade berries' lingering influence, the temperature in the caves is above the freezing point. Thus, there is no snow or ice inside. Vines and strong plants grow from cracks in the stone in many locations.

Lighting. There are no light sources within the caves, they lie in complete darkness.

.....

"MOSTARD YOU SAY? OH MY, I HAVEN'T HEARD THAT NAME IN DECADES. THE STORIES I COULD TELL YOU. THERE WAS THIS ONE TIME WHEN WE FLEW THE VILLAGE'S HORSES UP TO THE ROOFTOPS. YOU SHOULD HAVE SEEN THEIR FACES. COMPLETELY UNIMPRESSED." - RAFFAEL



ARKTUHM CAVES

AREA 1. UNDEAD CONGREGATION

The floor of this room is littered with skeletons that still clutch their rusted weapons. Not a speck of meat remains on their bones. Some sturdy plants grow from cracks in the barren rock, but they bear no fruit.

Monsters. The characters encounter ten **skeletons** in the room. They rise if the characters attack a skeleton, try to take their weapons, or at the latest 10 minutes after the characters have entered.

Investigation. The characters can learn or find the following.

- ✦ A successful DC 14 Intelligence (History) check reveals that the skeletons were once Uthgardt, judging from their clothes and weapons.
- ✦ A successful DC 12 Intelligence (Investigation or Medicine) check reveals that the undead didn't die from any weapon or bite wounds.
- ✦ A successful DC 16 Wisdom (Arcana) check reveals that there is a source of billowing, necromantic magic further inside the cave system.
- ✦ Searching the room and succeeding on a DC 16 Wisdom (Perception) check reveals a druidic focus in the room. It is a totem that depicts a black raven.

AREA 2. OVERGROWN ROOM

Thick vines break through the ground of this small room. Long needles reinforce the plants which are surrounded by the skeletons of many small animals.

Monsters. The characters encounter ten undead critters (**badgers**) in the room. Their creature type is undead and they have immunity to poison damage. They rise if the characters attack a skeleton, fiddle around with them, or at the latest 10 minutes after the characters entered.

Investigation. The characters can learn or find the following.

✦ A successful DC 10 Intelligence (Nature) check reveals the plants to be dread vines, a highly poisonous growth.

✦ A successful DC 10 Dexterity check using alchemist's supplies or a poisoner's kit allows a character to harvest one vial of basic poison. On a result of 5 or below, the character fails spectacularly and suffers from the poisoned condition for 24 hours.

AREA 3. COLLAPSE

Parts of the ceiling have collapsed, and rocks obstruct the passage.

The Collapse. Preird, a former druid of Chauntea, collapsed the tunnel shortly before his death to prevent spelunkers from entering the defiled caves. See area 4 for more information about Preird. Working together, the characters can clear the way over the course of 4 hours. Tiny creatures can squeeze through the gaps and access area 4 immediately.

Preird's Introduction. While the characters clear the way, Preird awakens and starts a conversation. He wants to know who would be foolish enough to enter the caves. The delay allows the characters to get to know Preird and discourages them from attacking him immediately before seeing that he is one of the undead.

AREA 4. PREIRD'S REST

A small creek runs through the center of the room, burbling and babbling. On the edge of the water lies a skull and two skeletal arms, holding a moldy staff.

The Druid Preird. Over half a century ago, Preird was the caretaker of the Arktuhm Caves. He welcomed all sorts of travelers who wanted to wash their face and feet in the blessed Arktuhm Creek. One day, a group of Uthgardt arrived, bringing death to Preird's sacred caves. Unbeknownst to all, a vile necromancer hid among them. The fiend killed the Uthgardt, then Preird, and advanced to the creek's spring. There, he poisoned it with necromantic magic and left a repugnant spawn behind.

After losing the battle against the necromancer, Preird lay dying in the stream and collapsed the passage with his last grains of strength. After he succumbed to his wounds and decomposed, the current swept away his lower body. Only his skull and arms remain.

Preird's Quest. Preird asks the characters to kill the necromantic evil that infests the creek or collapse the tunnels permanently. Read or paraphrase:

"I feel terrible for asking you to put your lives in danger. Nevertheless, the cause is a just one, so I do not hesitate, and speak it loud and clear to reach your hearts."

If the characters ask about moon shade berries, Preird tells them that they once grew abundantly in this very room. After the necromancer tainted the creek, they withered and died. Other, sinister plants replaced the berries soon afterward. Ridding the cave of the dark influence might breathe new life into the moon shade berries, Preird ponders.

AREA 5. ARKTUHM CREEK

The steep creek is a hurdle the characters must overcome before they can face the evil within. A successful DC 16 Dexterity (Acrobatics) or Strength (Athletics) check allows a character to advance to the next room upstream. On a result between 10 and 15, the character slips and takes 3 (1d6) bludgeoning damage from the fall, but eventually manages to clear the obstacle. On a result of 9 or below, the character also gains two levels of exhaustion, up to a maximum of level 2. The characters need not repeat the check each time they go up and down the creek.

AREA 6. PREIRD'S SANCTUM

Access. On their way upwards, the characters pass a small hole that leads into Preird's sanctum. A small chamber where the ascetic druid lived. Only creatures of size Tiny or smaller can pass through the hole, which Preird accessed using his Beast Shape.

Treasure. Inside the sanctum, the characters find a *driftglobe* and a *ring of warmth*. Everything else has decayed over the decades. A few mushrooms grow in the remains of Preird's worldly possessions.

AREA 7. GREAT EVIL

A malformed husk sits in the middle of the creek, black ichor running from its mouth. Its eyes shine red, like two small star rubies in the night sky.

Monster. The characters face an **ogre zombie** with the following additional ability.

Spellcasting. The zombie is a 4th-level spellcaster. Its spellcasting ability is Constitution (spell save DC 14, +6 to hit with spell attacks). The zombie has the following spells prepared:

1st level (4 slots): *inflict wounds*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*

Killing the Evil. After the characters kill the monster, it burns up in a green flame. Only a speck of malodorous dust remains.

DEVELOPMENT

With the source of the corruption gone, the moon shade berries sprout anew after 1 hour. When the characters make their way back down the stream, Preird thanks them. He tells the characters that they only need to wait a few hours to witness a miracle. After that, he wishes that the characters reduce his skull to bone meal so that he can move on. If they oblige, they see Preird's ghost emerge from the cracked bones. It remains in the caves, unable to move on. To Preird's surprise, his work isn't finished. Use this as a future plot point to introduce the master of the monster the characters slew.

CONCLUSION

With the moon shade berries in her possession, Ginny returns to Synberg in triumph. She invites the characters to brew their own batch and compete against her during the Fermentation Festival. The prize is 100 gp.

Bringing the characters' share of the harvested berries to Raffael instead, he brews the characters one *potion of greater healing*.



ABOUT MEAD

Making mead is surprisingly simple and delicious. This is what you need:

- ✦ 6.5 pounds of honey
- ✦ 0.3 gallons apple juice
- ✦ 1.0 gallons of water
- ✦ 0.2 ounces wine yeast
- ✦ fermentation vessel (holding 2.5 to 3.5 gallons) with airlock

Sterilize the equipment and mix the yeast with warm apple juice, then let it rest for an hour or two. Mix the honey and water and finally pour everything into the fermentation vessel. Let the vessel sit in a warm place for four weeks and swivel it every day. Then let it rest for another four weeks—no need for additional swiveling. Et voilà, the mead is ready for your next campaign session.



STRIKE THE EARTH

BACKGROUND

A group of dwarven immigrants recently conquered Auril's Sinew, a bridge that once connected Morbar to the wider world. Now, they started excavating the collapsed entrance to the long lost hold. If the characters have completed the quest "Auril's Sinew," they are familiar with the leader of the expedition, Jainhar Tarsmolger. If not, consult the adventure for information.

The dwarves plan to establish a forward camp in the "Port," what the dwarves called the outermost chamber of Morbar, a hub of commerce where the hold welcomed and housed surface merchants. Not knowing what awaits them, they call for the help of valiant mercenaries. The former Port of Morbar houses a population of magma worms and yuan-ti, who don't look kindly on interlopers. They made it their home, building magma pools to heat the area, and importing svirfneblin that double as workers and nourishment.

Morbar in its entirety is a megadungeon that rivals famous dungeons like Undermountain. It lies beyond the scope of this adventure by several magnitudes. To access more and deeper chambers of the dungeons, the dwarves must work several weeks to clear the way—enough time to prepare if the characters want to continue the adventure.

INITIATION

Use one or more of the following ways to introduce the quest to the characters. All bits of information are important and interwoven.

QUEST

Jainhar Tarsmolger seeks out the characters, either because they know each other from before or due to their reputation as capable adventurers. Continuity: If Jainhar died during the quest "Auril's Sinew," his younger brother Karsimmer Tarsmolger approaches the characters instead. The dwarf proposes a deal to the characters: a group of seasoned warriors shall witness the opening of the portal that protects the first section of Morbar. They must slay whatever kind of monsters call the place their home. Then all share the spoils evenly.

ENCOUNTER

The characters encounter a small group of drunk dwarves who mumble something about ancient treasures, destiny, and blood oaths. They hand the characters a flyer which shows the location of Morbar and says, "Help Wanted." Then, they continue on their way to recruit more cannon fodder.

Port of Morbar

The map of the Port of Morbar is a complex layout of rooms and corridors. It is divided into several numbered areas (1-8) and features various obstacles, including walls, doors, and a large central area. The map is drawn on a grid background.

- Area 1:** A small room at the bottom center, containing a single door.
- Area 2:** A room at the bottom right, containing a single door.
- Area 3:** A room at the bottom left, containing a single door.
- Area 4:** A large room on the left side, containing a large pool of water and several small rectangular objects.
- Area 5:** A room on the right side, containing a single door.
- Area 6:** A room at the top left, containing a single door.
- Area 7:** A room at the top center, containing a single door.
- Area 8:** A room at the top right, containing a single door.

The map also features a large central area, a large pool of water in the center, and several other rooms and corridors. The map is drawn on a grid background.

RUMORS

Dwarven scouts visited several of the Ten Towns, recruiting mercenaries interested in exploring the ruins of Morbar. Rumors abound about ancient dwarven treasures and deadly traps.

✦ *“On my way north, following the Ten Trail, I saw smoke rising in the Spine. I thought I was done for, fearing that the orcs came my way. But it was just a small party of dwarves, roasting a winged mountain pig. I tried talking with them—a bit of small-talk, if you catch my drift. They were too drunk for banter, unfortunately.”*

✦ *“Have you ever heard of the dwarves of Mithral Hall, a city somewhere south and west of here? I met a bunch of them just yesterday. Were searching for adventurers interested to join their little venture, reclaiming a long lost hold. If I were but ten years younger and knew how to hold a sword, I would have joined them.”*

✦ *“Morbar? That is on everyone’s lips these days. A buried city of the dwarves. Probably overrun with all sorts of undead monsters that suck your eyeballs dry—or worse. I say nay, just stick to what you know: fishing and grave robbing.”*

PORT FEATURES

Dimensions. The ceiling of the main chamber is 50 feet high. The ceilings of the rooms 20 feet.

Smells & Sounds. It smells of molten stone and sulfur. The sound of workers hammering and chipping echoes through the chamber.

Surfaces. The walls and ceiling are made of smoothed stone, showing chiseled frescos. They depict dwarves negotiating and shaking hands with humans, elves, halflings, and gnomes. The ground is made of solid granite slabs, constructed to be interchangeable so they can be replaced once worn out by heavy traffic.

Svirfneblin Workers. A total of thirty svirfneblin live in the area. The yuan-ti keep them as workers and as a food source. All svirfneblin are missing their tongues so they can’t use spells with verbal components, rendering all their innate spells useless. They are armed with simple tools that deal 1 piercing damage.

Temperature & Lighting. Magma pools and censers spread bright light in the area.

PORT OF MORBAR

CAMP

The mercenaries who join the expedition have assembled in a small camp not far from the stone portal that marks the entrance to Morbar. Jainhar Tarsmolger (chaotic neutral male dwarf **berserker**) and four inexperienced adventurers (**guards**) join the characters for the expedition. Instead of a greataxe attack, Jainhar makes two handaxe attacks. Continuity: Jainhar may use a *berserker battleaxe* if the characters didn’t prevent him from taking it during “Auril’s Sinew.”

The workers broke through the outer stone gate and will soon break through the inner one. A successful DC 14 Wisdom (Perception) check reveals that the stone portal is unusually warm. The yuan-ti who occupy the Port have long since heard the workers and have prepared accordingly.

AREA 1. MAIN THROUGHWAY

Guard Towers. Three guard towers stand in the main thoroughway. They are 25 feet high, featuring battlements on top. The defenses offer three-quarters cover for Small or smaller creatures and half cover for Medium creatures. Aside from the northernmost guard tower, they are unlocked and deserted.

Monsters. When the characters enter, five young magma worms (**fire snakes**) await them. The creatures are not immediately hostile, but attack after 1 minute of indecisiveness. A successful DC 14 Wisdom (Animal Handling) check calms them down, allowing the characters to pass unharmed.

Development. Three **yuan-ti purebloods** watch the characters from the shadows. They want to assess the strength and intelligence of the attackers. After the characters kill or calm the young magma worms, the purebloods reveal themselves. They wear black, elaborate garments. This is the yuan-ti’s ploy:

✦ They pretend to be monks, following the Way of the Molten Soul. The characters entered their sacred temple, but they are welcome, nonetheless.

✦ They invite the characters to join them in the “common area” (area 4). The purebloods tell the characters to make themselves comfortable around the magma pool and partake of the meat. The other yuan-ti, who hide in area 3, then rush in to kill the interlopers.

✦ On their way to the “common area,” the group passes svirfneblin workers (area 2) who chisel away at the frescos and make repairs to the partially collapsed ceiling. Jainhar doesn’t like them destroying dwarven art and attempts to rush over to berate them. A successful DC 12 Charisma (Persuasion) check calms him down.

✦ If the characters attack the pretend monks, two **yuan-ti purebloods**, four **yuan-ti malison**, and one **yuan-ti abomination** leave area 3 and attack the characters. The yuan-ti abomination wields a *scimitar*, +2 named Split Tongue.

AREA 2. LOADING AREA

Loading Area. In the past, caravans loaded and unloaded their goods in the six loading areas. Strong chains, ancient stone cranes, and hoists bear testament to the former usage. The yuan-ti’s workers are in the process of removing these items.

Workers. A group of ten svirfneblin (**deep gnomes**) work in the loading area. They remove dwarven art and make it fit the yuan-ti’s needs. When the svirfneblin spot the characters, they act coolly. Unless the characters defeat all yuan-ti, the svirfneblin remain passive.

AREA 3. YUAN-TI LIVING SPACE

Monsters. Two **yuan-ti purebloods**, four **yuan-ti malison** and one **yuan-ti abomination** are present in this area when the characters enter the port. The yuan-ti abomination wields a *scimitar*, +2 named Split Tongue.

Treasure. On display in the various rooms, the characters find gems worth 1,250 gp total.

AREA 4. PLEASURE ROOM

The yuan-ti use the pleasure room to relax and roast meat. They lounge on the stone benches and enjoy the intense heat rising from the magma pool at the room’s center.

AREA 5. FLOODED STAIRCASE

This magma pool houses a staircase that leads to the lower levels. The yuan-ti use it to bring in more svirfneblin, various supplies, and to meet with their cohorts who live deep below. Only the magma worms can drain the magma that prevents creatures from entering and ascending the staircase. Only the yuan-ti and Ilyushin—the duergar supervisor—know how to command the magma worms to accomplish the task.

AREA 6. SVIRFNEBLIN LIVING SPACE

The svirfneblin live a meager life in this area. The conditions are squalid and supplies like water are always short. Replenishments arrive only once every Tenday. Until now, the only way out was secured by a magma pool. Now that the characters opened a second entrance, the svirfneblin plan to make a run for it. As soon as the characters engage the magma worms, they flee.

Juri. Juri (neutral female svirfneblin **druid**) doesn’t flee but supports the characters during a possible fight. She can’t use spells with verbal components, therefore Juri only has the *beast sense* spell prepared. However, she can use her Wild Shape feature to turn into a **giant badger** or a **giant wolf spider**. Remember: giant badgers can burrow through earth, not stone. Therefore, Juri couldn’t help the svirfneblin escape.

JURI

Juri (neutral female svirfneblin **druid**) grew up in a svirfneblin settlement named Menhirweller. She learned the way of the earth and stone, enjoying a dangerous but good life. Duergar raiders ended the peace.

Appearance. Juri looks like a common svirfneblin, but wears a special robe covered in ground crystals.

Personality. Juri was in tune with the earth. She was calm, steady, and reliable. After the duergar took her tongue and access to almost all her powers, a burning rage and lust for revenge replaced all previous emotions.

Motivation. The time for hiding and running is over. I will eradicate every living duergar. First, I must restore my body, however.

Mannerism. Juri likes to create small stone gardens whenever she stays in one place long enough.

Quote. “—”

Monsters. Four young magma worms (**fire snakes**) guard the svirfneblin.

Development. If the characters engage the enemies in area 6 before killing Ilyushin in area 7, the duergar sends two adult magma worms (**salamander**) and three additional young magma worms (**fire snakes**) into the fight. The monsters dwell in area 8, as described below.

AREA 7. SUPERVISOR TOWER

Ilyushin the Supervisor. Ilyushin (**duergar**) lives in the northernmost guard tower. He oversees the construction work, keeps the svirfneblin in line, and manages trade negotiations with the duergar who live on the deepest levels of Morbar. When the characters encounter him, Ilyushin prostrates himself before them, telling them that the yuan-ti keep him as a prisoner, and pleading for his life. A successful DC 12 Wisdom (Insight) check reveals that he is lying through his teeth. Read or paraphrase:

"Thank Laduguer, help has arrived! These disgusting snakes have held us prisoner for months. I will spare you the gruesome details. Let us just concentrate on getting out of here alive, then we can talk at our leisure."

Treasure. On the lower level, Ilyushin keeps supplies that he and the svirfneblin need. The characters find 200 rations and several kegs containing stale water. On the upper level, Ilyushin keeps some personal belongings and his pay in a stone coffer. The characters find a *Heward's handy haversack* containing gems worth 250 gp, a vial of antitoxin worth 50 gp, and an *ioun stone of sustenance*.

AREA 8. MAGMA WORM PONDS

Monsters. Two adult magma worms (**salamander**) and three additional young magma worms (**fire snakes**) live in the ponds. A successful DC 14 Wisdom (Perception) check reveals the movement of creatures in the magma, hinting at the magma worms. They only attack if the yuan-ti or Ilyushin issue a command, if somebody interacts with the magma pool, or if they grow hungry.

CONCLUSION

CONQUERING THE PORT

To fulfill their quest, the characters must slay all yuan-ti and magma worms. The dwarven expedition then advances into the Port and sets up a permanent residence. After tending to the wounded and strengthening the defenses, they start working on the next double portal. More treasure and adventure await deeper in the heart of Morbar.

THE SVIRFNEBLIN

Unless the characters find a way to drain area 5 of the magma, the svirfneblin are stuck. They quickly make friends with the dwarves and remain in the Port until the way through Morbar and into the Underdark is cleared. Meanwhile, Juri sets out to find surface dwellers with strong healing magic who can restore their bodies.

MAGMA WORMS

Magma worms are naturally occurring beasts that frolic in the deepest depths of the earth, diving through magma streams and hot springs. They are carnivores, but rarely need to eat. One kill per tenday is enough to sustain them. The magma worms' excretions contain concentrated sulfur they breathe in while diving in molten stone—each dung pile being a valuable find for alchemists and the like.

A traveler brought some specimens to the Elemental Plane of Fire, where azers now use the magma worms as mounts after lengthy domestication. Together, they form a perfect unit to fight against the efreet.



TOWER OF LEAD

BACKGROUND

The Tower of Lead is a buried structure, only accessible via its spire. It protrudes from a glacier like a crooked finger, featuring an overly long, brittle nail. It is the site of “misfire,” a failed mythal that lingers. Green and purple energy oozes from the exposed cracks in layered sheets, only visible during the night. The arcane energy infects the local flora and fauna, resulting in bizarre mutations and other oddities. The entire make-up of the tower has changed over time. It is now entirely made of lead, but was built from mundane stone in the past.

A member of Waterdeep’s Order of Most Prudent and Diligent Archeologists, Leszira Wyn, took upon herself the arduous journey to the Ten Towns to explore and catalogue the tower. She learned about the former owner, supposedly a dark warlock named Faust, and his exploits from the Compendium of the Evil and Deranged. According to the entry, Faust attempted to change the very nature of the Icewind Dale by different means, making it into a lush land of bountiful harvests and strange magics. Leszira Wyn hopes to find artifacts and scriptures hinting to whatever befell the warlock and apparently thwarted his plans.

LESZIRA WYN

Leszira (lawful neutral female half-elf **scout**) grew up in Waterdeep as the unacknowledged lovechild of a powerful noble and their servant. Not giving a toss about her personal history, she concentrates on her vocation.

Appearance. Leszira wears practical clothing, bought especially for her Northern expedition. She has short, brown hair fastened to a stubby pigtail. Her robe shows the emblem of her order, a brush and a spatula.

Personality. Leszira is driven and orderly. Adhering to her order’s rules of conduct is of utmost importance to her. Damaging artifacts or old structures leads to a confrontation with her.

Motivation. We have forgotten so much, I’m sure some of our grandest history is buried beneath countless feet of soil. I’ll unearth as much as I can in the time I have.

Mannerism. Leszira oils and polishes her tools every evening.

Quote. “Even exploring one room per day is rapid progress.”

INITIATION

RUMORS

Few people in the North have heard about the Tower of Lead, but most hunters and gatherers know to avoid the area. This is what the characters can learn from the townsfolk.

- ✦ *"You looking for some honest work? There's a digger from the big city in town. Says she's searching for some kind of tower. Plenty of towers hereabouts, might make some pretty coins."*
- ✦ *"The Tower of Lead? Never heard of it. But now that you mention it. My father, may he rest in peace, once told me about a strange lead tower on the Hoarfrost, looking like a crooked finger. He died soon after, his body rotting while he was still breathing. Well, time for another ale then."*
- ✦ *"The Hoarfrost glacier is an inhospitable area, where only the desperate or unknowing would scavenge for food. Some trappers tell of uniquely horrifying beasts in the wider area—you would be well advised to stay clear of it."*

QUEST

Leszira seeks out the characters, of whom the townsfolk say that they are the most capable adventurers around, for better or worse. To make sure it is the right decision to hire them, Leszira wants to first interview the characters. These are the questions she asks them:

- ✦ Have you ever desecrated a crypt, grave, or temple, or do you plan to?
- ✦ Have you ever deliberately or unintentionally damaged or destroyed a ruin or abandoned building, or do you plan to?
- ✦ Did you ever abandon, drug, or rob a ward in your care, or do you plan to?

If the characters answer one of the questions with "Yes," or can't credibly deny, Leszira continues her search, unless the characters succeed on a DC 14 Charisma (Persuasion) check. If the characters pass, Leszira tells them that she is searching for the lair of the dark warlock Faust, now also known in specialist circles as the Tower of Lead. As a reward, Leszira offers the characters a promissory note worth 1,000 gp, in the name of Waterdeep's Order of Most Prudent and Diligent Archeologists, and fair compensation for all recovered artifacts.

ENCOUNTER

The characters encounter Leszira in the wilds, fleeing from a pack of mutated beasts. Roll on the Mythal Mutants table to determine what is chasing Leszira. After helping her against the creatures, Leszira gives the characters a field promotion to Assistant Archeologists and offers to lead them to the Tower of Lead, where adventure awaits—and treasure.

TRAVEL

Reaching the Hoarfrost glacier takes several days. During their last day of travel, the characters encounter a group of mutated beasts according to the Mythal Mutants table. Use a combination of all beasts alternatively for maximum oddness.

Leszira's Reaction. Leszira is not at all interested in the beasts, letting the characters do as they please with the remains. She wants to reach the tower as soon as possible, trying to avoid unnecessary distractions.

The characters can learn the following about the beasts:

- ✦ A successful DC 12 Intelligence (Medicine or Nature) check reveals that the beasts haven't evolved naturally. The changes were rapid and occurred not long ago.
- ✦ A successful DC 14 Intelligence (Arcana) check reveals that wild magic changed the beasts.

Mythal Mutants

d4	Monster	Mutation
1	Six rotting giant boars	A successful Charge attack casts the <i>poison spray</i> cantrip, dealing 13 (2d12) damage (save DC 12).
2	Six smoldering brown bears	They can cast the <i>heat metal</i> spell.
3	Six blood hawks	Upon dropping to 0 hit points, they explode and cast a <i>thunderwave</i> spell (save DC 12).
4	Six deer	Shoot <i>eldritch blast</i> spells from their mouths (+4 to hit).

TOWER OF LEAD

From afar, the tower has the form of a crooked finger, rising from the ice as if drowning. It is black as the night, standing out like a sore thumb against the white backdrop. Icicles as strong as tree trunks grow on the skewed spire.

Leszira's Reaction. Upon seeing the tower, Leszira starts sketching the structure. She plans to create a map of the entire complex, starting with an exterior view. She urges the characters to enter as soon as possible but then advance slowly, giving her time to catalogue and classify their findings.

TOWER FEATURES

Dimensions. The tower is 300 feet high but only the spire is visible. The rest lies below the surface inside a glacier. The ceilings are 30 feet high. A spiral staircase in the center of the rooms connects each level, advancing through 30 feet of lead, formerly stone—Faust designed the tower to withstand devastating explosions.

Leaking Mythal. The out-of-control magic of the mythal suffuses the tower like a miasma, getting stronger the deeper one advances. The Mythal Miasma table explains the local effects of the mythal in more detail. The effects are cumulative. For example, a character who spends 6 hours on level 2 takes 42 (12d6) necrotic damage and has their maximum hit points reduced by 21 (6d6).

Lighting. The leaking miasma illuminates the tower which would otherwise lie in complete darkness. There is dim light in levels 2 and 3 and bright light in levels 4 and 5.

Smells & Sounds. It smells of burnt hair. A recurring, subsonic hum originates from the lowest level, only perceptible by characters with a passive Wisdom (Perception) of 18 or higher.

Surfaces & Items. Everything in the tower, aside from living spells, is made of lead. Since everything has become lead due to the failed mythal, the process can be reversed by magic. A *dispel magic* or *wish* spell can revert items like books or bricks. The mythal counts as a 12th level spell for the purposes of a *dispel magic* spell.

Mythal Miasma

Level	Effect
1	Prolonged exposure leads to cell damage and mutations. A creature's maximum hit points decrease by 3 (1d6) for each hour spent on the level. Only healing spells like <i>cure wounds</i> can recover the hit points.
2	The harmful energy intensifies. A creature takes 7 (2d6) necrotic damage for each hour spent on the level.
3	The miasma causes hallucinations and pain. For every minute or every 10 rounds a creature spends on this level, it takes 1 necrotic damage. A creature makes all checks that rely on Wisdom at disadvantage.
4	A creature that spends more than 1 minute or 10 rounds on this level contracts a disease that only spells like <i>lesser restoration</i> or <i>heal</i> can cure. Creatures that suffer from the disease don't recover hit points or levels of exhaustion after a short or long rest. After a long rest, the creature gains one level of exhaustion.
5	For every minute or every 10 rounds a creature spends on this level, it must succeed on a DC 12 Constitution saving throw or gain one level of exhaustion.

LEVEL 1

A thick layer of snow covers the ground; ice creeps up the walls and forms vein-like patterns. The whole structure is torn asunder but stands firm, as if frozen in time. Bricks, beams, debris, everything is made of metal.

Knowledge. The characters can learn the following on level 1.

- ✦ The characters find dozens of animal skeletons in the snow. A successful DC 12 Intelligence (Medicine) check reveals that none of the animals died from wounds. The cause of death was either exposure or old age. All bones show anomalies that indicate a sickness.
- ✦ A successful DC 14 Intelligence (Investigation) check confirms that the tower became lead long after its construction, judging from splinters and debris.
- ✦ A successful DC 16 Wisdom (Arcana) check reveals the presence of harmful magic that rises from the ground.

Dimensions. This level is 30 feet square. The room tapers off toward the ceiling. The room lies at ground level, surrounded by a barren landscape of ice and stone. The characters can enter it without hindrance.

Advancing. Snow covers the spiral staircase that leads into the lower levels and is blocked by ice. The characters must work for 1 hour to clear it or use spells like *fireball* to blast through the ice.

LEVEL 2

Leaden crates of all shapes and sizes tower in this room. The room is cramped, but neatly organized.

Dimensions. This level is 40 feet square.

Monsters. Three **living arms of Hadar** (see below) swirl around between the crates. They attack if the characters linger or search the room. The living spells look like writhing balls of inky tentacles, dripping shadows where they pass.

Treasures. Embossed labels on the crates spell out what they contain. A successful DC 14 Intelligence (Investigation) check or 1 hour of searching reveals different crates of interest containing five diamonds worth 250 gp each, ruby dust worth 500 gp total, gold dust worth 500 gp total, and silver dust worth 500 gp total. All these items have become lead and are worthless unless reverted.

LEVEL 3

The staircase leads into a field of darkness.

Dimensions. This level is 50 feet square.

Lead Garden. This level features many flowerbeds where leaden plants and trees sprout from the ground. A successful DC 30 Intelligence (Arcana) check reveals that the plants are crossbreeds between plants native to the Icewind Dale and rare species originating from the flaming forests of Nessus. The plants are one of Faust's experiments to create plants that can withstand harsh climates, the rare specimens supplied by his patron Asmodeus.

Monsters. A **living hunger of Hadar** (see below) floats on the room's ceiling. The characters can't enter the room without stepping into it. If the characters attack it before entering the room, it advances into the staircase to freeze and digest them.

LEVEL 4

High bookshelves line the walls of this room, all containing books made of metal and covered by a thin layer of black dust. One book that dwarfs the rest sits on a richly ornamented lectern, opened on a page with no discernable letters. It too is made of metal.

Dimensions. This level is 60 feet square.

Monsters. The characters face a **living force cage** (see below). It springs from behind a tower of stacked books shortly after the characters enter.

Tactics. The living spell traps one of the characters using its Spell Mimicry, enters the magical prison, and attacks the character. It methodically kills one character after the other.

Treasure. The book on the lectern is a *tome of clear thought*. If the characters revert it to its original state, it is ready for duty.

LEVEL 5

A glowing skeleton engulfed in energetic mists floats in the center of the room. In its writhing hands, it holds a black staff, from the tip of which flows liquid lightning.

Dimensions. This level is 70 feet square.

Faust. The skeleton that floats in the room is that of the dark warlock Faust. As with the rest of the tower, it has become lead. Without reverting it to bone, it isn't an applicable target for spells like *resurrection*.

Monsters. One of Faust's fingers has become a **living finger of death** (see below). It attacks if the characters attempt to wrest the staff from Faust's hands.

Leaking Mythal. The room's interior features nothing but glowing magic circles that cover all surfaces. The characters can learn the following.

- ✦ A successful DC 16 Intelligence (Arcana) check reveals that a failed mythal causes the effects the characters have witnessed so far. Plugging the spiral staircase with lead or other heavy metals would prevent the problem from spreading.
- ✦ A successful DC 20 Intelligence (Arcana) check reveals a method to stop the mythal, which is trapped in a recursive ritual.
- ✦ A successful DC 30 Intelligence (Arcana) check reveals a method to bring the mythal to its completion, forever changing the nature of the Icewind Dale.

Treasure. Faust holds a *staff of power*. The staff has turned to lead, but functions as normal.

MYTHAL THEORY

The stronger a mythal is tied to the Weave, the greater its power. It requires true skill to create seams fine enough to not disturb and destroy a mythal. If a connection is both strong and fine, the mythal can last for ages. A weak mythal with inadequate seams might endure as well, as long as it is not exposed to external pressures.

A strong mythal with inadequate seams ranks among the most dangerous things a wizard can create. Through the faulty stitches, the Weave's raw power seeps into the world, destroying, changing, and corrupting everything in its path. Mending the punctured Weave is the only way to stop the bleeding. A task but a few High Mages could hope to achieve.

CONCLUSION

Depending on the characters' skills and wishes, they can leave the tower as is, still spreading the harmful miasma. If they simply stop the spread by whatever means, the problem remains for future generations. Finishing the mythal Faust started slowly alters the environment of the Icewind Dale. Over the course of a decade, the glaciers melt, southern flowers blossom, and fertile black earth becomes accessible to farmers. The rivers and lakes grow, the population of fish increases, ringing in a golden age for the North. However, according to the rule of equivalent exchange, this miracle might spell disaster elsewhere.

If Leszira Wyn survives, she demands all artifacts the characters retrieved from the Tower of Lead. This applies to the *staff of power* and the *tome of clear thought*. Assuming the characters oblige and let her go, she returns to Waterdeep, celebrated as a hero of the Order of Most Prudent and Diligent Archeologists. The characters receive a promissory note worth 100,000 gp, payable in rates of 50 gp per month. If Leszira Wyn never returns to Waterdeep, the order dedicates a small memorial stone to her in the City of the Dead.

APPENDIX: MONSTERS

LIVING ARMS OF HADAR

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 18 (4d8)

Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	5 (-3)	10 (+0)	17 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The living spell has advantage on saving throws against spells and other magical effects.

Actions

Magical Strike. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) necrotic damage.

Spell Mimicry (Recharge 5-6). The living spell unleashes a torrent of tentacles. Each creature within 10 feet of it must make a DC 13 Strength saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one. On a failed save, the target can't take reactions until the start of its next turn.

LIVING FINGER OF DEATH

Tiny construct, unaligned

Armor Class 14

Hit Points 100 (40d4)

Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	10 (+0)	5 (-3)	10 (+0)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 9 (5,000 XP)

Magic Resistance. The living spell has advantage on saving throws against spells and other magical effects.

Actions

Magical Prod. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 40 (8d8+4) necrotic damage.

Spell Mimicry (Recharge 5-6). The living spell shoots into the heart of a creature within 25 feet of it, leaving behind a green afterglow. The target must succeed on a DC 16 Constitution saving throw or take 61 (7d8 + 30) necrotic damage. The living spell reappears in the nearest unoccupied space next to the target. A target killed by this spell rises at the start of its next turn as a zombie.

LIVING FORCECAGE

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	16 (+3)	5 (-3)	10 (+0)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 7 (2,900 XP)

The Force. The living spell can move through *forcecage* spells created by it.

Magic Resistance. The living spell has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The living spell makes two Magical Strike attacks.

Magical Strike. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) force damage.

Spell Mimicry (Recharge 5-6). The living spell traps a creature within 30 feet of it within a 10-foot-cube of opaque magic. The cage prevents any matter from passing through it and blocking any spells cast into or out of the area. A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave or enter the cage, it must first succeed on a DC 15 Charisma saving throw. On a failure, the creature wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel.

LIVING HUNGER OF HADAR

Large construct, unaligned

Armor Class 10

Hit Points 55 (10d10)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	5 (-3)	10 (+0)	16 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, cold

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

Creeping Death. Creatures that start their turn within the living spell must make a DC 14 Constitution saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one. On a failed save, the target's speed is halved until the beginning of its next turn.

Nature. The living spell is a 20-foot-radius sphere of blackness and bitter cold. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded. Two living spells of this nature cannot share the same space.

Magic Resistance. The living spell has advantage on saving throws against spells and other magical effects.

Actions

Fade to Black (Recharge 5-6). Creatures within the living spell must make a DC 14 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one. Also, on a failed save, the target's speed is halved until the beginning of its next turn.



WELL OF SPIRITS

BACKGROUND

Careri, a secret worshipper of Auril, collects malcontents from the Reghed tribes under the promise of power and untethered war against the Ten Towns. Her pledge to the Reghed is to, in the name of Tempos, build a Tribe of the Yeti more prosperous and savage than the other tribes. Together, they shall rule and hunt in the snow covered ruins of the southlanders. Under Auril's tutelage, Careri led her people to the site of ancient magic—the Well of Spirits. Gathering souls from slain enemies, Careri grows the power of the well, ultimately planning to use its powers to cast a frigid mythal on the Icewind Dale, turning all southlanders to icicles.

Careri's elite warriors, who venture out to collect souls, wear yeti furs to strike fear into the hearts of their enemies. They fight with cruelty and hate and, if possible, leave no survivors. Before leaving their camp in the caves around the Well of Spirits, the barbarians receive blessings from Auril, thinking them to be boons of Tempos. Each band of berserkers carries a special gem, created from the Well of Spirits. It collects the souls of the fallen, which Careri ultimately adds to the growing pool.

Rumors about bloodthirsty yetis abound in the Ten Towns, spread by the few people who have witnessed an attack and survived, covered by the bodies of their fallen comrades.

CARERI

Careri (neutral evil female human Reghed **priest**) grew up in the Tribe of the Elk. She began worshipping Auril on her own accord after experiencing the brutal and chilling nature of the Icewind Dale.

Appearance. Careri has the typical blue eyes and dark blond hair of the Reghed barbarians.

Personality. Careri is cold and power hungry. She is a strong leader with convictions.

Motivation. With Auril's help, I will cast the weak southlanders out of our lands.

Mannerism. Careri starts and ends every day with a bath in the snow dunes.

Quote. "The blood in our enemies' veins will freeze and their bodies will burst."

One person saw through Careri's falsehoods: Hirjar, a Reghed shaman. He realized that Careri isn't what she claims to be—not a follower of Tempos, but a disciple of Auril. Hirjar confided in his older brother Jall, who is an elite berserker in Careri's ranks. Jall took the matter to Careri, infuriated by his younger brother's rancor. As punishment, Careri cursed Hirjar and cast him out. Auril's curse turned Hirjar's eyes into the terrible likeness of a yeti. If he looks upon a creature, it suffers greatly, preventing Hirjar from gazing at his loved ones. Put into rules, if Hirjar starts his turn looking at a creature within 300 feet of him, it takes 3 (1d6) cold damage.

INITIATION

Use one or more of the following ways to introduce the quest to the characters. All bits of information are important and interwoven.

RUMORS

Tavern dwellers and other gregarious folk don't stop talking about the sharp increase in yeti sightings and killings in recent times. For the price of a few ales, the characters learn the following rumors:

✦ *"Lundgrun, the wife of ol' Onehand, tells me her third degree cousin survived a yeti attack. Lost a leg in the fighting, but the cold kept him alive until help arrived. All others were sliced to pieces and left frozen stiff in the snow. Supposedly, the yetis were talking some sort of gibberish, but might have been just the blood-loss playing tricks on the poor sod."*

✦ *"An honest day's work and I can barely afford a bowl of stew and a keg of ale. Too many caravans going missing in recent weeks for my taste. If you ask me, the cursed barbarians are at it again. Too lazy to fish, so they take it from us!"*

✦ *"There is a bounty now on yeti heads. The furs alone would be worth a fortune. The bounty makes it all the more worthwhile. I wish I were twenty years younger!"*

✦ *"I have it on good authority that a yeti can turn you to a lump of ice like a basilisk turns you to stone. Don't go out there without a mirror or polished piece of bronze in your backpack. Might just save your life. My uncle runs a shop not far from here, I could lead the way."*

HIRJAR

Hirjar (neutral male human Reghed **druid**) is a shaman who grew up in the Tribe of the Elk. He followed Careri to return the Reghed to glory.

Appearance. Hirjar has the typical blond hair of the Reghed barbarians and sports a mighty, full beard, decorated with bones. A cloth covers his eyes, preventing him from hurting anyone.

Personality. Hirjar has disdain for the southlanders, believing them to be weak and a drain on nature. However, there is room for growth if the characters engage with Hirjar.

Motivation. I must find expendable fools among the southlanders willing to slay Careri—killing two deer with one arrow, if all die during the fighting.

Mannerism. Hirjar converses with animals and spirits every so often, exchanging news and gossip.

Quote. *"Auril leads our people down a dark path."*



QUEST

In a tavern or other locality, the characters meet Hirjar, the cast-out Reghed shaman. Hirjar speaks an acceptable Common and Reghedjic, the language of the Reghed. He says that he wants to hire mercenaries to slay a treacherous disciple of Auril. As payment, he offers an invaluable treasure: the location of the Well of Spirits. If the characters accept, Hirjar leads them to the Yeti Clan's camp. This is what Hirjar tells the characters:

- ✦ A disciple of Auril named Careri misleads a clan of Reghed barbarians.
- ✦ Careri promises to lead the Reghed to greatness. However, if Auril is involved, she will lead them to their doom instead.
- ✦ Careri collects souls in a well she calls the Well of Spirits. The history and meaning of which is unknown to Hirjar.
- ✦ Hirjar is a shaman and follower of Tempos, the only true god. Only people tempered in war are worthy in Hirjar's and Tempos' eyes.
- ✦ As an outcast, Hirjar isn't welcome in the Yeti Clan camp and the tribe's people will attack him on sight.

ENCOUNTER

The characters cross paths with a small caravan, transporting salted fish, tar, and oil upcountry. The leader of the caravan greets the characters friendly, when three **berserkers** spring from their dug hideouts in the snow and attack. They are part of Careri's elite warriors—each wears genuine yeti fur to disguise themselves. Their weapon attacks deal an additional 2 (1d4) cold damage. Characters who succeed on a DC 14 Wisdom (Perception) check notice movement in the snow dunes and aren't surprised by the attack. Searching the bodies of the fallen, the characters find a purple gem with shadows swirling inside. A successful DC 20 Intelligence (Arcana) check or an *identify* spell reveals it to be a container for souls.

After all enemies lie dead, Hirjar approaches the characters. He tells them that one of the fallen is his brother Jall. He wants to bury him. Then, he must talk with the characters about a great evil that threatens the lands. Hirjar explains the situation as detailed above and wants the characters to help him.

TRAVEL

Traveling to the location of the caves where the Yeti Clan dwells takes several days. During this time, the group has ample time to sit around the fire and converse. Hirjar tells the characters about the Reghed way of life, how they gave up some of it to follow Careri, and how he regrets it now.

If the adventure begins with Hirjar's quest and not the encounter, the group encounters Jall's group of berserkers along their way as detailed under "Encounter" above. Jall regards his brother as an outcast and has no qualms killing him. After the encounter, eventually, the group reaches the Yeti Clan's camp.

YETI CLAN CAMP FEATURES

Inhabitants. The camp houses up to one hundred people, half of which are roaming the countryside at any given time. Of the fifty present, twenty are combatants of varying skill. All speak a few words of broken Common.

Emergency Plan. If the camp comes under attack, all combatants must assemble in the great hall (area 6) to organize a joint counterattack. All others must hide in the chamber that houses the Well of Spirits (area 7).

Smells & Sounds. It smells of fresh snow, the bitter cold, and frozen blood. If the camp is alert to danger, a faint chime rings through the halls, produced by the Well of Spirits. Otherwise, shouting and laughter drown everything else out.

Surfaces. The ground, walls, and ceiling are old, roughhewn stone. Everything is covered in snow and ice, besides areas near the fireplaces. Below the frozen water, ancient murals shimmer through.

Dimensions. The ceiling in the corridors is on average 3 feet high. Any caves that serve as rooms are on average 5 feet high.

Lighting. Fires burn in all rooms and shed dim light. If the camp becomes aware of an attack, the Reghed douse the flames.

Well of Spirits



YETI CLAN CAMP

The entrance to the camp of the Yeti Clan lies at the foot of a mountain, an unremarkable cave entrance surrounded by a handful of deer-skin tents. During the day, hunters skin animals and hang their fur out to dry. Others return with scavenged food or raided supplies. During the night, three tribal warriors guard the entrance, hiding in snow-covered dugouts. In case of an attack, all people run into the safety of the cave and inform Careri.

AREA 1. LIVING AREAS

Furs cover the ground, surrounding small fireplaces. Murals on the walls show hunting and celebrating stick figures.

Unless the characters entered the camp unnoticed, the camp dwellers evacuated the living areas and doused the flames. Otherwise, the characters find families here. Roll on the Living Area Loot table to determine what, if anything, the characters find after 10 minutes of searching.

Living Area Loot

d10	Treasure
1 - 6	—
7	Bone dice set worth 1 gp.
8	Bone flute worth 5 gp.
9	Herbalism kit worth 5 gp.
10	Looted jewelry worth 25 gp.

AREA 2. SMALL STORAGE

The room features three mounds of packed snow. The Reghed use these mounds for storage purposes. Here, they store useful items they looted from caravans:

- ✦ Fifty flasks of oil worth 10 gp total.
- ✦ Ten small barrels of mead worth 30 gp total.
- ✦ Ten sacks of grain worth 5 gp total.

AREA 3. CRAFTING HALL

The room features several crafting stations where the Reghed produce items of daily use and simple jewelry. Searching the room reveals the following items:

- ✦ Five leatherworker's tools worth 25 gp total.
- ✦ Ten woodcarver's tools worth 10 gp total.
- ✦ Ten pristine pelts worth 250 gp total.

Hiding Children. If the camp dwellers have evacuated, two children, Laira and Jywen, remain hidden among the pelts. The children are terrified of the characters and defend themselves with tools. A successful DC 14 Charisma (Persuasion) check calms them down. They tell the characters that they should run, or the warriors who assembled in the great hall will slay them.

AREA 4. LUMBER STORAGE

This room features several trees the Reghed use as fuel and crafting material. Searching the room reveals the following items:

- ✦ Three carpenter's tools worth 24 gp total.
- ✦ Six handaxes worth 30 gp total.

Ambush. While the characters scrounge around in the lumber storage, an advance party of ten **tribal warriors** leaves the great hall for a skirmish. Careri wants to gauge the attackers' strength. Each tribal warrior is armed with two spears. They attempt to sneak up on the characters, throw one spear, engage in a melee shortly, and then retreat into the great hall.

AREA 5. LARGE STORAGE

Several packed snow mounds are spread across this room. Small pebbles that lie on top form different runes.

Runes. Characters who can read Reghedjic, the language of the Reghed, can identify the runes as simple signs saying "Fish," "Meat," "Roots," "Berries," "Yeti," and such. They mark where the Reghed store which supplies.

Supplies. Digging up the mounds reveals the equivalent of 250 rations in the form of different foods. A successful DC 12 Intelligence (Nature) check reveals a special treat among them, ten rations of yeti meat.

Eating the meat grants a character a onetime resistance against cold damage. The effect ends after 24 hours.

Monsters. If the characters start looting their food supplies, all warriors assembled in the great hall (area 6) storm into the room to kill the characters.

AREA 6. GREAT HALL

Several fires burn in this great hall. Next to the roaring flames stand roasted animals, mounted on stakes. Berries, roots, and fruits rest in wooden bowls, spread on many furs that cover the ground.

Careri. Auril's disciple Careri stands in the center of the chamber, her warriors behind her—a show of strength. She wants to know the characters' intent before she kills them. She speaks acceptable Common.

"Look what the storm blew in. A band of rag-tag southlanders. Come to die in honorable battle or work your mouths?"

If Hirjar is with the characters, she mocks him and asks if he has returned to beg for forgiveness.

"Hirjar, you sly snow fox. Sharing furs with our sworn enemies, I see. You disgust me, be gone!"

Hirjar. Hirjar has no qualms killing every person who holds a weapon. Only if the characters attack unarmed or maimed enemies does he step in. If the characters kill non-combatants deliberately, Hirjar attacks the characters. Such behavior cannot stand in the eyes of Tempus.

Monsters. Minus any prior losses, the characters encounter seventeen **tribal warriors**, three **berserkers**, and Careri (neutral evil female human Reghed **priest**) in the great hall.

Tactics. Careri throws in her tribal warriors first to weaken the characters. After they are exhausted or on the ground, she sends in the berserkers. Careri retreats to the Well of Spirits and hides among the non-combatants when her berserkers fall in battle and she can't restore them any longer. Careri is immune to cold damage, her Divine Eminence deals cold damage, and she has the following spells prepared:

SPELLS

Cantrips (at will): *guidance, light, thaumaturgy*

1st level (4 slots): *bane, cure wounds, healing word, thunderwave*

2nd level (3 slots): *hold person*

3rd level (2 slots): *bestow curse, mass healing word, sleet storm*

Careri casts *healing word* or *mass healing word* to give unconscious berserkers a second chance to kill characters. Using her *bestow curse* spell, Careri can freeze a creature's mouth shut, preventing it from using verbal spell components.

Lair Actions. When fighting inside her lair, Careri can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Careri takes a lair action to cause one of the following effects:

✦ **Breath of Auril.** A creature within 30 feet of Careri must succeed on a DC 12 Constitution saving throw or take 10 (3d6) cold damage. Careri gains temporary hit points equal to the dealt cold damage.

✦ **Eye of Auril.** A creature within 30 feet of Careri must succeed on a DC 12 Wisdom saving throw or be affected by the *slow* spell until Careri takes the next lair action.

AREA 7. WELL OF SPIRITS

A loud chime and blue light radiate from a swirling pool in the center of the room. The walls show abstract, intricate carvings—endless lines that circle around the pool.

Last Stand. As her last resort, Careri retreats to the chamber with the Well of Spirits. When the characters arrive, they witness an atrocity; as an action, Careri turns one of the non-combatants into a **yeti**. The people in the room are terrified and attempt to flee. Before all non-combatants evacuate the chamber, Careri turns a total of three Reghed into yetis unless the characters stop her. The yetis and Careri attack the characters viciously—do or die.

Well of Spirits. The well contains a priceless artifact, a powerful gem that can bind souls. Removed from the Well of Spirits, for which the builders chose a crucial location, the gem loses its powers after one week and becomes a mundane bauble worth 1,000 gp. The gem recovers its original powers 24 hours after being returned to the Well of Spirits.

CONCLUSION

YETI CLAN

If he survives, Hirjar takes charge of the remainder of the Yeti Clan and returns them to the nomadic life of the Reghed. The future actions of the clan depend on how much Hirjar learned to respect the characters—his window into the world of the southlanders.

WELL OF SPIRITS

The Well of Spirits can serve as inspiration for future adventures. The characters can release the trapped souls or use them for their own gain.

Human Names (Male)

d20	Name	Notes
1	Hafnir Westergard	
2	Steinun Munch	
3	Askil Kamphorst	
4	Orm Groote	
5	Vermund Arnsson	
6	Lambi Jornborne	
7	Alvin Adelsson	
8	Svan Bentsson	
9	Sigewine Anttonen	
10	Alrik Lif	
11	Nikolai Palo	
12	Valdemar Ukkon	
13	Markus Heinon	
14	Jorgen Toivonen	
15	Gregers Carst	
16	Ole Torp	
17	Morten Smith	
18	Marcus Jepsen	
19	Vidar Esper	
20	Troels Beck	

Human Names (Female)

d20	Name	Notes
1	Gnadis Wenmerink	
2	Laila Hekkert	
3	Kaja Hemmel	
4	Rineke Kroon	
5	Jette Eilders	
6	Madelief Quist	
7	Ingibjorg Guth	
8	Svanhild Bergius	
9	Gyda Hiorvar	
10	Hallveig Tirkir	
11	Tilda Bloch	
12	Lena Engdahl	
13	Ulrika Hellberg	
14	Ella Sahl	
15	Sissel Bjork	
16	Irene Aga	
17	Gry Uren	
18	Malene Steen	
19	Rikke Nordahl	
20	Tina Hoem	

Dwarven Names

d20	Name	Notes
1	Fostim Granitegut	
2	Erigguth Goldhand	
3	Hasack Frostchin	
4	Gorirlun Beryleye	
5	Bossun Orcbane	
6	Brombrek Earthshaker	
7	Dardal Kremp	
8	Thydek Mor	
9	Krommyl Thaoletdrinker	
10	Morram Moshmaker	
11	Lesryn Kegcaster	
12	Redwaen Krokborn	
13	Brynnyl Ironwill	
14	Bylvia Wroughtsoul	
15	Gwinthel Clanshield	
16	Korfaeni Stronggrip	
17	Strostuna Skullsmasher	
18	Nerisa Rootbrewer	
19	Sybel Shroomgrower	
20	Thrumah Torndin	

Elven Names

d20	Name	Notes
1	Ealdon Daevyre	
2	Galindior Qinquinal	
3	Elelmil Qiris	
4	Duilodir Ravasalar	
5	Milionel Kelro	
6	Larrel Aracan	
7	Arbane Thaeko	
8	Arun Sylhana	
9	Maiele Thedove	
10	Iccit Varis	
11	Tiriana Felisien	
12	Alenia lenden	
13	Alea Genlana	
14	Rina Qyshan	
15	Aerith Elalar	
16	Enrih Didra	
17	Livin Faerel	
18	Elle Aerval	
19	Sa'din Miralar	
20	Qua'ni Wran	

Half-Orc & Orc Names

d20	Name	Notes
1	Grobald	
2	Lorkmin	
3	Robart	
4	Lobber	
5	Kumaduhn	
6	Tobar	
7	Markul	
8	Poppom	
9	Xobog	
10	Miniveh	
11	Narkah	
12	Iondin	
13	Laha	
14	Reinosa	
15	Korkarina	
16	Rahkah	
17	Qorom	
18	Galafan	
19	Ohm	
20	Parakor	

Dragonborn Names

d20	Name	Notes
1	Brailrusdynt Irash	
2	Xylrient Darqun	
3	Chirdynty Krush	
4	Chyldriphiss Jahr	
5	Emmyssass Larka	
6	Xeisyg Qwinn	
7	Iermussaeth Waramir	
8	Xethony Kim	
9	Maellonth Farlin	
10	Kuveocreth Rowen	
11	Zaydoisdegan Frojhan	
12	Oizzurrian Aridish	
13	Bindrudayth Phizys	
14	Laykorthrox Qigil	
15	Nirgiedelth Konys	
16	Doldruliot Oridish	
17	Frymmesaky Bizita	
18	Fuzalthommir Nagwen	
19	Chemunalthipis Phixys	
20	Neidherar Valrinn	

Gnome Names

d20	Name	Notes
1	Zilgrim Meecees Noschner	
2	Sinzu Carlyle Sip'it	
3	Bibbus Jengal Nobberschwups	
4	Norndal Henkel Wirrsing	
5	Kraker Hank Dilling	
6	Phyllip May Rey	
7	Willholm Lippold Kussfest	
8	Barry Mumm Patterdon	
9	Yssander Rayn Billintromp	
10	Roispertun Beron Kik	
11	Gwen Bib Loimperstiel	
12	Svenston Korn Haschmich	
13	Tomber Svine Lullard	
14	Kat Kater Katjuschin	
15	Nilbert Vahn Hotzenplotz	
16	Friedolin Heribald Strunznepeter	
17	Lundi Fay Rabaukenklein	
18	Fanni June Rumpelkiste	
19	Dileila Potts Eilendorf	
20	Cherry Gingfeng Sacken	

Halfling Names

d20	Name	Notes
1	Finn Radbod	
2	Armin Mahsmann	
3	Osry Kuchenbecker	
4	Erich Altmann	
5	Abbo Pfeifenbutzer	
6	Marsus Tintenaue	
7	Otger Rubensfeld	
8	Albin Honigmund	
9	Reginald Bosskopp	
10	Willi Elsterglanz	
11	Agnes Gravensteiner	
12	Kuni Fassbinder	
13	Liobe Pfaffenkraut	
14	Vicelin Weinstampfer	
15	Madeion Mostmeister	
16	Rotraut Sonnenblum	
17	Lucie Lilienthal	
18	Priska Goldkehlchen	
19	Ruth Roggenbrode	
20	Senna Kalkbrenner	