

# SLEEPING GIANT MOUNTAIN

BY ASHLEY WARREN

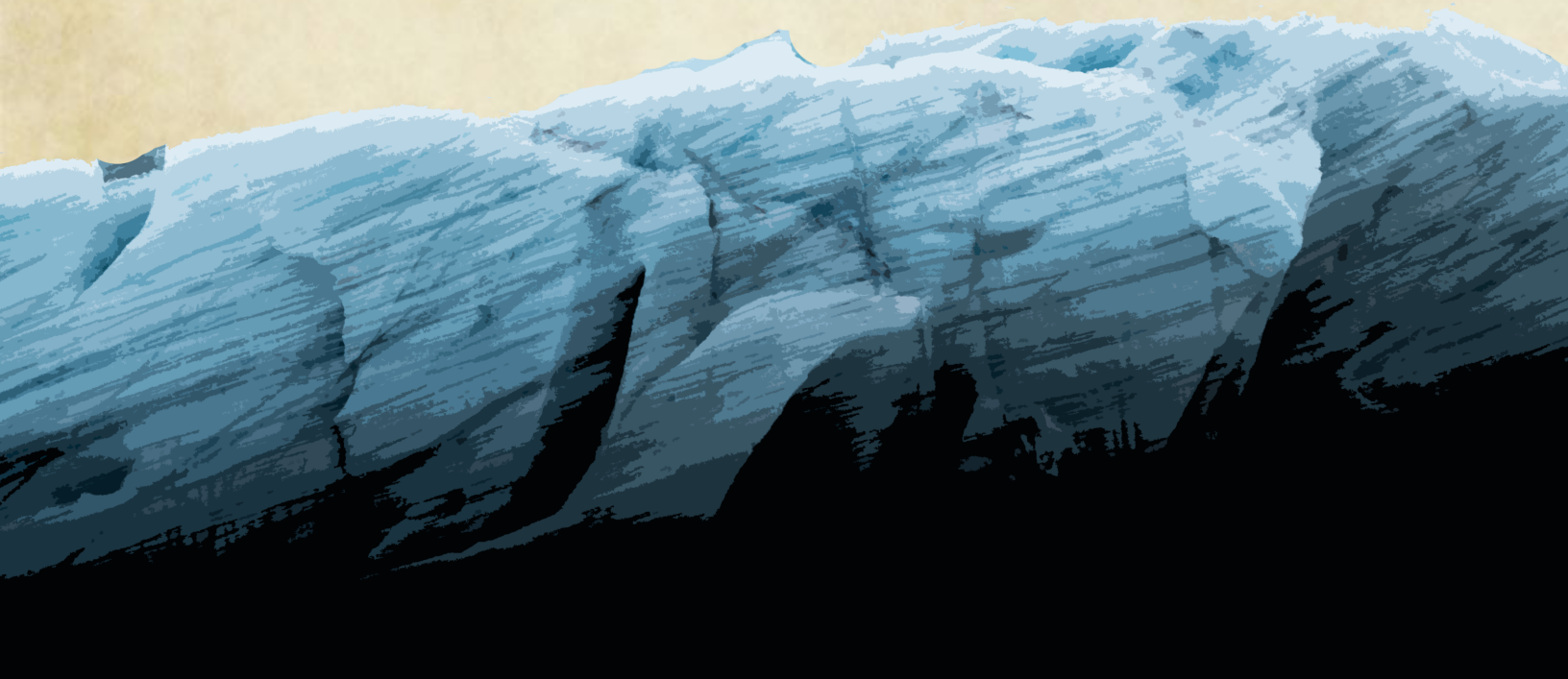
FROZEN IN TIME ON THE AWE-INSPIRING PLANET OF KAIVA,  
THE GIANTS ARE READY TO AWAKEN.



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# ADVENTURE AND DANGER AWAITS IN KAIVA

## SUMMARY

A recent archaeological expedition in Icewind Dale has uncovered a remarkable discovery: the Spine of the World mountain range is, in fact, the actual spine of a great giant. The discovery confirms an ancient legend, that giants as tall as mountains once roamed the Forgotten Realms. Lead archaeologist Silja Stengravar knows the truth. Centuries ago, a lich, threatened by the giants' ancient elemental power, banished their race to an abandoned planet known as Kaiva. The lich was defeated, but his curse remains, protected by its minions in the heart of Garagai Mountain. Held captive to the curse, the giants are suspended in time, unable to roam free and claim Kaiva as their own.

Silja's discovery has summoned the portal to Kaiva. Will adventurers brave the perilous journey through the hostile and awe-inspiring planet to destroy the curse and reawaken the giants?

## ADVENTURE HOOK

Archaeologist Silja Stengravar has put out a call to adventurers across the Forgotten Realms to aid her on an excavation in Icewind Dale, for a reward of 1,000 gold. But when the adventurers arrive, Silja reveals that the quest involves traveling through a portal to another planet to resurrect an ancient race of elemental giants. To do this, they must travel inside a mountain and defeat the last vestige of the lich, Khoron's, curse.

When the characters accept, Silja will take them to the portal at the peak of Kelvin's Cairn. The portal will take the characters directly to a valley, a mile out from the cave entrance to Garagai Mountain. From here, they can proceed through the mountain.

Before the characters enter the portal, Silja will give the party one **greater health potion**, and will also give each character a gemstone that she believes will aid in their quest (See *Gemstones*, pg. 13). The gemstones each have unique qualities that will affect the characters throughout the game.

## GARAGAI MOUNTAIN

The mountain containing the curse is an actual giant named **Garagai**. The cover image of this module is an indication of what the mountain looks like.

The giants of Kaiva are not traditional humanoids; they are elemental beings and do not possess the same anatomy as other giants. Thus, Garagai is mostly hollow. The giant possesses a "heart" — a magical core that sources its life — and a very simple bone structure.

## NOTE FOR DMs

The DM can determine how this story unfolds. Here are three suggestions:

### KEEPING THE MOUNTAIN'S TRUE FORM A SECRET

Describing the mountain as simply a mountain, rather than its actual form of a giant, may make this a more exciting development. It's likely the players will guess this twist early, but in any case, the DM may want to keep the cover image of this module hidden from players.

### CONTROLLING THE PACING

Once the characters defeat the enemies protecting the frozen heart, Garagai Mountain — once again Garagai the Giant — will indeed awaken and begin to move, creating a treacherous obstacle course from which the characters will need to escape before the portal closes. Garagai will be unaware that the characters are still within him, so this is not a hostile act.

This timed incentive will encourage the characters to work together and think quickly to make their way out of the mountain, or be lost in Kaiva forever.

However, your players will not know this, so proceed through the first scene as normal, creating tension and urgency as the game proceeds.

**Characters can take one short rest prior to breaking the curse; they will not be able to rest during the escape. The DM can choose to allow certain actions during the escape, such as simple healing.**

### MANAGING DIFFICULTY

This game can be quite difficult for a **level 3 party**. Not every encounter includes recommended rolls for success or failure. Because this is an exploratory adventure, encourage creativity. You may also choose to remove some obstacles if the game becomes too hard. It's intended to be challenging, but not discouragingly deadly.

### A PORTAL TO ANOTHER WORLD

Silja knows that the magic of the portal is related to the lich's curse. She suspects that the discovery of the giant's spine has triggered the reemergence of the portal, and awaking the giants will cause the portal to close once the lich's magic has completely dissipated from both Kaiva and Icewind Dale. She estimates that this process will give the adventurers enough time to make their escape, but does not know exactly how long they will have.

# THE PORTAL TO KAIVA

When the adventurers respond to Silja Stengravar's call, the game begins with them gathered outside of the portal. This is where they will first meet Silja; she will give them all the information she knows about Kaiva. **Silja** is an older dwarf woman, with dusky skin and white hair pulled into a tight braid. It is clear she has spent much of her life outside, including many years in the hostile environment of Icewind Dale. She wears metal armor designed for her specifically, and it has an interesting assortment of runes etched onto it. If asked, she will share that the runes are ancient giant wards against various dangers: monsters, curses, and the elements.

When the adventurers arrive, Silja will greet them warmly and introduce herself.

## THE ARCHAEOLOGIST

*"I have studied the ancient giants for decades. These are not the giants that still live throughout the Forgotten Realms; the original giants were elemental beings as tall as mountains, as wide as dunes, with armspans the size of seas and hands the size of forests." — Silja Stengravar*

A lifetime spent studying the giants has made Silja passionate about their plight.

## KHORON'S DESTRUCTION

*"Centuries ago, the lich known as Khoron banished the giants to an abandoned planet, which we scholars have named Kaiva, an ancient giant word for 'sleep.'" — Silja Stengravar*

Silja says that Kaiva is actually a good home for the giants; it is very large and uninhabited by humanoid races, and its diverse ecosystems accommodate every type of giant. However, the lich's curse has caused the giants to remain suspended in time, and the wild planet has consumed them. She dreams of a day where the giants are free to roam Kaiva and live in peace.

## THE PORTAL

The portal is a wondrous sight at the peak of Kelvin's Cairn. It is an oval around 200 feet tall, outlined with a vibrant green glow that is vivid against the muted arctic landscape. Kaiva can be seen through the shimmering, translucent window of the portal: characters can see a valley leading to a mountain range. The tallest mountain, Garagai, is in the center of the range. Snowfall covers everything in sight.

## THE CURSE

Prior to putting out the call for adventurers, Silja's team had sent scouts into Kaiva, and identified a magical force in the heart of Garagai Mountain. She is sure this is where the last vestige of the curse remains.

She will give the characters a rough map of what she thinks the mountain looks like inside (see *Diagrams*, pg. 9). Two long tunnels lead into the main cavern, where the magic was detected. Her team is unsure what, if anything, defends the remaining magic.

## THE GEMSTONES

Before the characters step through the portal, Silja will pull out a beautiful metal box. Inside is an assortment of gemstones. She says each one was found at the perimeter of the portal; her team detected magical properties in each one, although she is not exactly sure what they do. She offers one to each player, in the hopes that the gemstones will prove useful during their travels.

## A TIME LIMIT

Because the portal appeared when the bones of the giant were discovered by Silja's team, Silja has a theory that the portal will close again once the curse is broken. She doesn't know how long it will take to close, but estimates that the dissipation will take some time to impact all of Kaiva, allowing the adventurers enough time to cross the valley. The challenges after defeating the curse are each annotated with a recommended **decision time** to encourage players to think and act quickly. **The decision times should be awarded equally to each player, although you may choose to shorten or lengthen the recommended times based on how your session unfolds.**

If the characters don't make it to the portal in time, they will be lost in Kaiva forever, as Silja is not sure how else to reopen it.

**Note for DMs: It is up to you if you want this to be a real threat or not. You control the pacing of the game, so you can ensure that the characters make it back through the portal regardless; however, the players don't need to know that.**



# SCENE 1 — TRAVELING TO GARAGAI MOUNTAIN

The portal will take the characters to a valley about a mile away from the entrance of the cave. A trodden trail leads from the portal to the cave. It is difficult to see from this distance that the mountain is actually a giant frozen into place, overtaken by nature. To the characters, the mountain will look like an actual mountain,

and the DM can choose to keep details vague as to not give away the mountain's true form.

It is morning, and a sun shines feebly behind a thick layer of clouds. In this area of Kaiva, the landscape is desolate and gray, although still magnificent, with the looming summit casting long shadows over the valley. Despite the desolation, there is still life in Kaiva; the curse seems to only keep the giants in stasis. Large birds circle overhead, squawking to one another. Other creatures rustle in the few spindly bushes that punctuate the valley. All beasts here are hardy, for the atmosphere is arctic and frigid.

As the characters cross the valley, a large creature will circle overhead; its wingspan casts a substantial shadow over the characters as they follow the trail. It is a **giant eagle** (see *MM*, pg. 324). A **DC15 Stealth check** will ensure that they pass unnoticed.

The eagle is not actually hostile, and will regard them curiously before flying away. (It will also fly away if attacked.) However, the adventurers have trekked onto a planet rarely visited by new food sources, so this may prompt them to consider not drawing attention to themselves.

## THE FIRST TUNNEL

The cave entrance is in fact an opening in the giant's ankle, and stepping inside leads into a long tunnel, about 500 feet, which runs the length of the giant's shin. The cave entrance is dark, although some feeble light filters in from the outside. As they proceed further down the tunnel, the light fades.

The ground is icy and slippery. Although the tunnel is hollow, it is thick with ice, and sharp icicles hang from the ceiling. Have characters roll a **Dexterity save (DC12)** will pass) to see if they are able to avoid slipping. If they fail, they will take **1 point of bludgeoning damage**.

## THE WINTER WOLF

At the bend in the tunnel, where it is almost pitch black, the characters will hear a low growl. From the darkness, a **winter wolf** emerges (see *Enemies*, pg. 10). Although it looks like a normal winter wolf, large and white, its eyes glow a startling golden, the color of **citrine**. This feature does not alter its abilities or stats; beasts and creatures who live on Kaiva have also suffered from the lich's curse, and wild magic has altered everything in subtle ways.

**Prismatic flux** may impact this encounter (see below). If none of the characters have the **citrine gemstone**, the winter wolf will attack the characters. Despite the beauty of the creature, it is a ferocious and feral beast that will not hesitate to kill for sustenance. Delectable beings such as adventurers are rarely, if ever, an occurrence in Kaiva.

### PRISMATIC FLUX — CITRINE

If one of the characters has the **citrine gemstone**, they will notice that the gemstone begins to vibrate and glow. The wolf will automatically calm, becoming friendly and obedient to this character. They may choose to bring the winter wolf along on the rest of the adventure, or command it to flee or stay; the party may also choose to kill the winter wolf, although at this point it will not be hostile so killing it would be considered evil. Once the winter wolf is connected to someone, it will remain loyal even if the gemstone is lost.

## THE SECOND TUNNEL

After the encounter with the winter wolf, the next tunnel — through the giant's thigh — continues to slope upward. This path is steeper, and just as slippery, so characters will need to succeed on another **DC12 Dexterity saving throw**, or take **1 point of bludgeoning damage**. This tunnel is pitch black. No natural light source is able to penetrate this area.

The walls are covered in bioluminescent fungi that survives despite the frigid atmosphere. However, only the presence of the **peridot gemstone** will illuminate the fungi (see below).

The end of the tunnel — the entry into the main chamber — is filled with a translucent substance that looks like ice; it is pale blue, illuminated by a natural light source coming from somewhere inside the main chamber.

But the entryway is filled not with ice, but with a **gelatinous cube**. A **DC15 Wisdom check** will reveal its true form. If a character attempts to break through the gelatinous cube with a weapon or with their body, without knowing what it really is, they will be surprised and become engulfed by the cube. The character must make a **DC12 Dexterity saving throw**. See *Enemies* on page 10 for the effects of this encounter. Once the cube has been defeated, the characters can continue into the main chamber.

### PRISMATIC FLUX — PERIDOT

If one of the characters has the **peridot gemstone**, the fungi on the walls of the cave will begin to glow a vivid green, casting beams of verdant light into the darkness. This will allow all of the characters to see clearly in the dark. This also gives the character advantage on the **Wisdom check** to recognize the gelatinous cube before walking into it.

## SCENE 2 — CHAMBER OF THE HEART

After passing through the second tunnel, which leads up the giant's thigh, the characters will emerge onto a ledge, which is part of the giant's hip bone. They will see the entirety of the main chamber, which is about 1,000 feet high and 500 feet wide. (See *Diagrams*, pg. 9.) Huge stalactites hang from the ceiling of the cavern, and equally large stalagmites have grown upward from the rare, residual moisture that rains from the ceiling.

### THE LEDGE AND THE BRIDGE

Because of how the giant is slumped over, the ledge leads to the start of a 10-foot-wide bridge, comprised of the giant's ribs. After centuries of neglect, the ribs have collapsed, forming a bridge that zigzags upward to the giant's heart, where the curse still lives.

The distance between the ledge and the start of the bridge is 20 feet, but large icicles connect the two surfaces, and the characters can walk on the icicles. The icicles are three feet wide. Characters should roll a **Dexterity saving throw**; a **DC12** will succeed. Should a character fail this check, they will fall 10 feet onto a lower icicle and can climb back up; however, they will take **1D6 bludgeoning damage**.

The presence of the **garnet gemstone** will aid in this crossing. See below for full effects.

#### PRISMATIC FLUX — GARNET

If a character has the **garnet gemstone**, beams of red light will appear from the ceiling and wrap around the torso of the character, forming a harness that will protect the character from sliding or falling off the bridge and being impaled by stalagmites. This effect works on anyone holding the gemstone, so a more nimble character may choose to give it to a character more likely to fail a Dexterity save.

### THE YETI

Halfway up the bridge, residing within an icy alcove, is a **yeti**. The presence of the **kyanite gemstone** will repel the yeti. See *Enemies*, pg. 11, for the yeti statblock.

#### PRISMATIC FLUX — KYANITE

If a character has the **kyanite gemstone**, the yeti will become fearful and will attempt to flee. If the yeti cannot see the kyanite, it will attack, so the character will need to keep the kyanite exposed.

### KHORON'S CURSE

At the top of the bridge is a thin platform constructed out of ice. Strange runes are carved into the ice. A **DC12 Arcana check**, or a spell that can detect magic, will confirm the presence of magic keeping the icy platform afloat. It emits a very faint glow.

In the center of the platform is a huge blue crystal, 30 x 30 feet, lit from within by a reddish light. This is the source of the lich, Khoron's curse, and also houses the giant's heart. Surrounding the crystal are three **ice mephits** (*MM*, pg. 215) and one **white dragon wyrmling** (*MM*, pg. 102), all of whom will need to be defeated to break the curse. Stat blocks are on pgs. 11 and 12.

Natural light filters in through several holes bored into the ceiling (the back of the giant). The presence of the **opal gemstone** will capture this light, reflecting a different color beam of light onto each of Khoron's minions. See below for full effects. The presence of the **smoky quartz gemstone** may also play a role in this battle (see below).

#### PRISMATIC FLUX — OPAL

If a character has the **opal gemstone**, a beam of sunlight coming through a hole in the mountain will refract into four beams of light, illuminating each of the enemies. This will award this character advantage on all attack rolls against these enemies.

#### PRISMATIC FLUX — SMOKY QUARTZ

The **smoky quartz gemstone** will protect a character from falling unconscious or being killed during this battle. If an attack is about to render a character unconscious or dead, the smoky quartz will automatically form a dark gray crystalline shield around a character and will award them one hit point so they remain conscious. This effect will happen automatically, regardless of the character who possesses this particular gemstone. This effect can only happen once.

### RETURN OF THE HEARTBEAT

Once the last enemy is dead, the crystal will begin to pulse, and the crystal will crack, shatter, and explode. Characters must make a **DC11 Constitution saving throw**; a failed save results in **1 point of frost damage** as the blast envelops the chamber.

What remains in the aftermath is a hovering red orb — the actual heart of the giant, brought back to life.



# SCENE 3 – ESCAPE FROM GARAGAI MOUNTAIN

This event triggers the giant to return to life and consciousness, and the characters will feel a quaking as the giant stirs awake. The ice platform under their feet will begin to crack, and the characters will quickly need to find a place to stand or find purchase. Allow characters **15 seconds** to make a decision for their characters — they can choose to cast a spell, move onto the bridge, or come up with another solution that the DM may approve.

Regardless, after 15 seconds, the ice cracks, then breaks. Characters who have not found purchase somewhere will fall. As they fall, the collapsed bones of the rib cage have begun to reassemble, and the characters will fall 20 feet for **2D6 bludgeoning damage** but can scramble back to their party.

All of Kaiva will now be quaking as Garagai the Giant emerges from slumber, and the trembling adds another layer of chaos to the escape.

## THE BRIDGE TO THE LEDGE

### DECISION TIME: 30 SECONDS

The characters will need to move quickly to head down the bridge before the ribs fully reconstruct; otherwise, they will have to somehow repel down between the rungs, about 20 feet between each. If they choose to move quickly down the bridge within 30 seconds, they will be able to reach the lowest rung without having to repel.

Because the giant has shifted, the space between the bridge and the ledge has lessened to 10 feet; however, the icicles connecting this space have broken and shattered. The presence of the **amethyst gemstone** will cause a thin beam of light to appear in the gap between the ledge and the bridge. See the **prismatic flux** below for more information.

#### PRISMATIC FLUX — AMETHYST

If a character possesses the **amethyst gemstone**, the purple beam of light may aid in the crossing from the bridge to the ledge. It is only six inches wide. The bridge is higher than the ledge by about 10 feet, so the beam slopes downward. Although it looks like light, the beam feels like real rope when touched. As such, the characters can use the beam as a zipline to get across the space.

## TUNNEL SLOPES

### DECISION TIME: 15 SECONDS

The two tunnels through which the characters originally entered are now angled at a much steeper decline as the giant begins to stretch its leg. Because of the slippery ground, characters will slide down it regardless of their dexterity.

The presence of the **sapphire gemstone** will allow the character who possesses the stone to slow time. See **prismatic flux** below for more information.

There are three piles of ice that have fallen from the ceiling during the quaking, and each pile blocks the path heading downward. Because the characters will be sliding quickly, hitting a pile results in **2 points of bludgeoning damage each (6 pts. total)**. Characters will have 15 seconds each to make a decision.

**Note for DMs: Whatever the characters decide to do will automatically apply to all three of the piles, so only one roll is necessary. This includes magic, regardless of the number of spell slots they possess. You are welcome to change this rule, but the intent is to allow for creativity, so use your best judgement.**

The piles can be easily moved, or avoided, by the following actions:

- **Magic:** *Force*, *fire*, and *thunder* damage will work. An attack roll of 10 succeeds; only 5 points of damage is necessary to destroy the piles.
- **DC15 Strength check**, should a character choose to use blunt force. Only bludgeoning damage is effective.
- **DC12 Dexterity check** will allow the character to swerve out of the way of the piles.

Unless the characters do something to slow themselves down, they will crash into the tunnel wall, taking **1 point of bludgeoning damage**. There is no roll for this; the DM can reward for creativity depending on the characters' ideas.

#### PRISMATIC FLUX — SAPPHIRE

If a character possesses the **sapphire gemstone**, all time will slow around them, allowing the player an extra 15 seconds to make a decision. The DM can determine which actions are acceptable in this additional time. The character may roll twice if they want to attempt two separate actions.



## THE CREVASSE

### DECISION TIME: 20 SECONDS

As the characters slide down the last tunnel, which is unobstructed, they will see the ground outside of the cave begin to split from the quaking. A 10-foot-wide crevasse will appear, and at the pace they are moving, the characters will slide and fall right into it. The crevasse is very deep — at least 100 feet straight down — so falling into it means instant death. Allow the characters 20 seconds to make a decision — they may try to do something that slows them down or brings them to a halt, such as casting a spell or using something sharp to gain traction.

**Note for DMs: You can decide whether or not the crevasse is an actual threat. If the characters demonstrate an attempt to slow down or stop before they reach it, you can use the formation of the crevasse to create urgency, but it is recommended that the characters don't actually fall into it.**

The characters will spill out of the cave entrance, landing perilously close to the edge of the crevasse. They will have enough time to get to their feet and assess the situation. Then, the characters must succeed on a **DC12 Dexterity save** to determine if they can remain standing during such quaking; failing the save will knock the characters **prone**, which adds an additional minute to their travel time.

The portal in the distance will begin to shrink. A **DC16 Perception check** will confirm that, based on the visible shrinkage, the portal will remain open for 15 more minutes.

The crevasse is about half a mile wide. Characters will either need to find a way across, or go around. Going all the way around the crevasse will add an additional 5 minutes to their in-game travel time, leaving only 10 minutes to run across the valley.

The presence of the **moonstone** will cause a spectral **giant eagle** to appear and aid them in crossing the valley. See **prismatic flux** below.

### PRISMATIC FLUX — MOONSTONE

If a character possesses the **moonstone gemstone**, a huge spectral **eagle** will land within 10 feet of the characters. Despite its appearance, it does possess a solid form. It is far larger than the giant eagle encountered earlier.

The spectral eagle will lower its wings, providing a ramp onto which the characters can climb. The eagle will then soar over the valley within minutes, flying through the portal, and dissipating once they have returned through it.

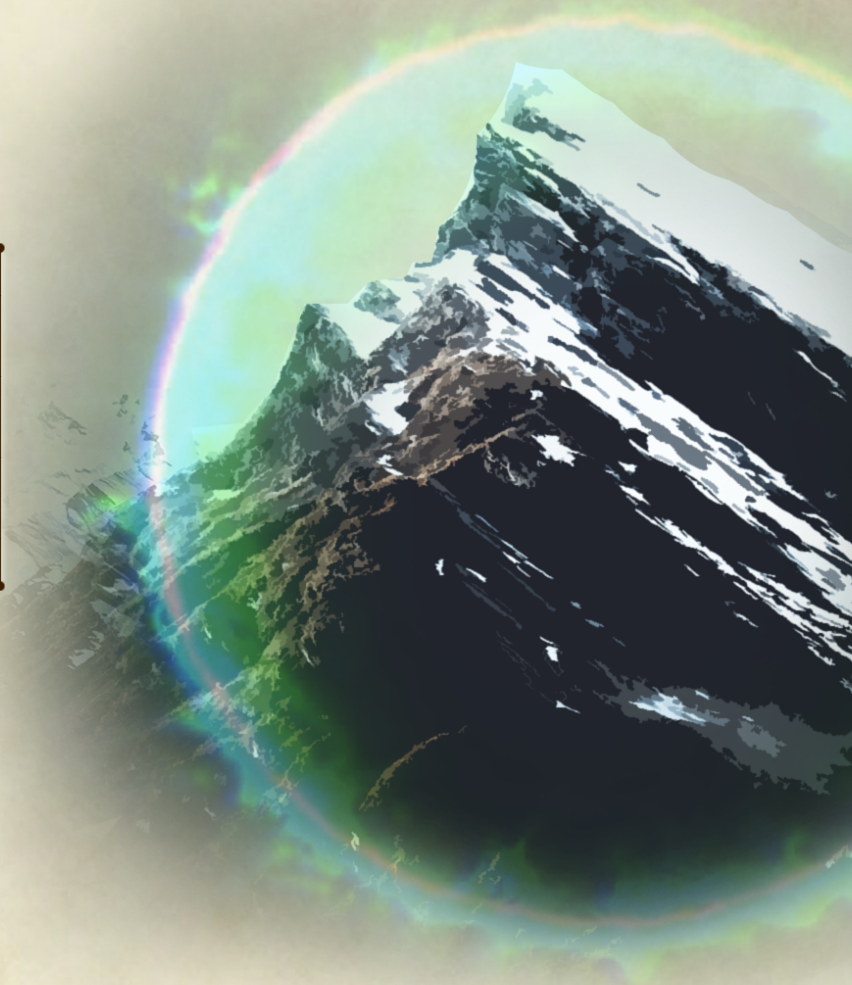
## THE SHRINKING PORTAL

When the characters dive through the portal, whether on foot or on the back of a spectral eagle, it will come to a close behind them, and will disappear. Instead of seeing the view to Kaiva, the characters will now see the rest of the summit of Icewind Dale.

At this time, their gemstones will lose their magical abilities — at least, as far as they know. A spell that detects magic will confirm that there is some residual power within the gemstones, but characters will not be able to detect any specific magical qualities. However, they are still worth 100 gp each, or the characters can hold onto the gemstones as tokens of their adventure. (*Note from the author: The gemstones will play a role in further adventures related to Kaiva. Wink wink.*)

Silja will be waiting for the adventurers, and will thank them profusely for their efforts. She will award the group 1,000 gp. Silja offers to name the archaeological project after them, so the characters may decide to come up with a name they want to use for this purpose.

## THE END



# DIAGRAMS

DIAGRAM #1

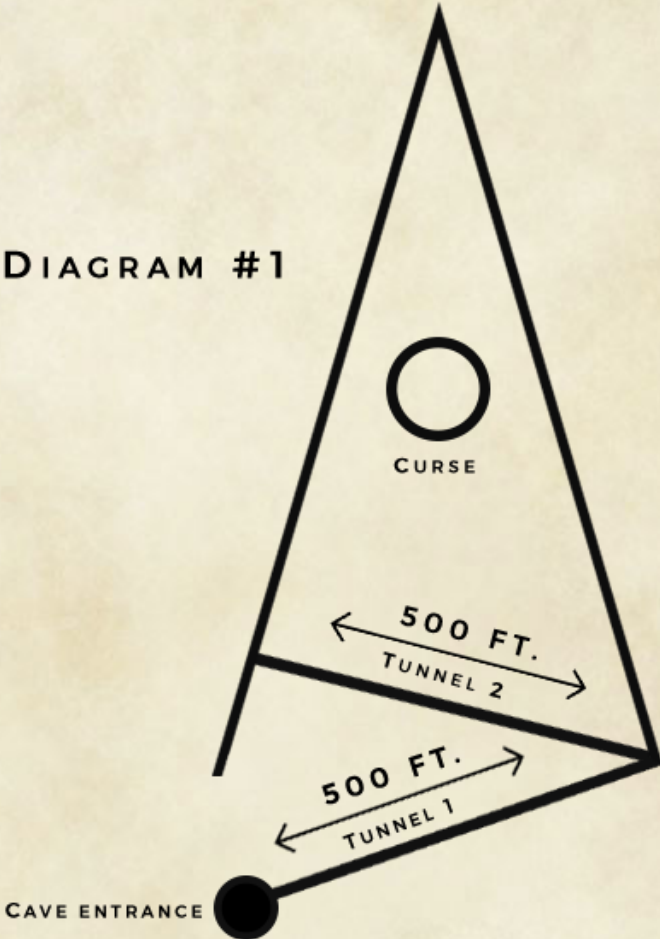
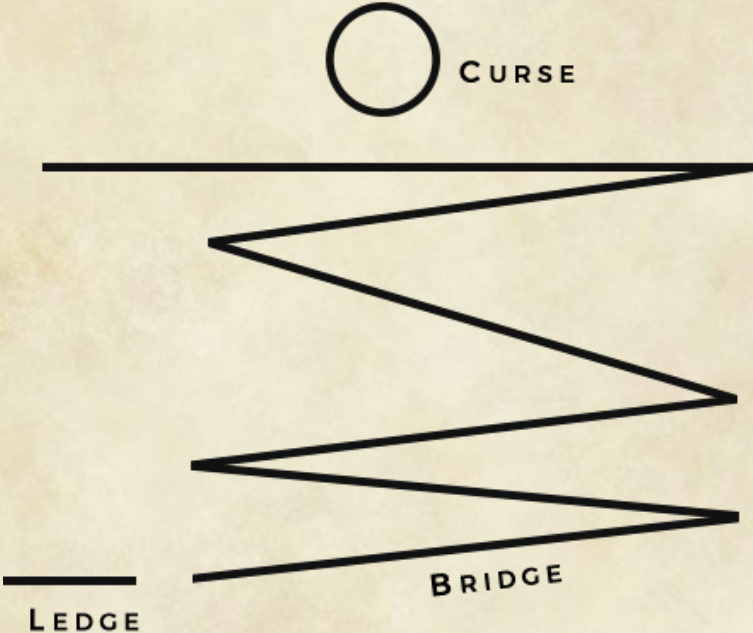


DIAGRAM #2



# ENEMIES

## WINTER WOLF

*Large monstrosity, neutral evil*

**Armor Class** 13

**Hit Points** 75 (10d10 + 20)

**Speed** 50ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

**Skills** Perception +5, Stealth +3

**Damage Immunities** cold

**Senses** passive Perception 15

**Languages** Common, Giant, Winter Wolf

**Challenge** 3 (700 XP)

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Snow Camouflage.** The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC14 Strength saving throw or be knocked prone.

**Cold Breath (Recharge 5-6).** The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

## GELATINOUS CUBE

**Armor Class** 6

**Hit Points** 84 (8d10 + 40)

**Speed** 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** None

**Challenge** 2 (450 XP)

**Ooze Cube.** The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can only hold one Large creature or up to four Medium or smaller creatures inside it at a time.

*Large ooze, unaligned*

**Transparent.** Even when the cube is in plain sight, it takes a successful DC15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

### Actions

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 10 (3d6) acid damage.

**Engulf.** The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

# ENEMIES, CONT.

## YETI

*Large monstrosity, chaotic evil*

**Armor Class** 12

**Hit Points** 51 (6d10 + 18)

**Speed** 40ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

**Skills** Perception +3, Stealth +3

**Damage Immunities** cold

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Yeti

**Challenge** 3 (700 XP)

**Fear of Fire.** If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Keen Smell.** The yeti has advantage on Wisdom (Perception) checks that rely on smell.

**Snow Camouflage.** The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

### Actions

**Multiattack.** The yeti can use its Chilling Gaze and make two claw attacks.

**Claw. Melee Weapon Attack:** +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) slashing plus 3 (1d6) cold damage.

**Chilling Gaze.** The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze for 1 hour.

## ICE MEPHIT

**Armor Class** 11

**Hit Points** 21 (6d6)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

**Skills** Perception +2, Stealth +3

**Damage Vulnerabilities** bludgeoning, fire

**Damage Immunities** cold, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Aquan, Auran

**Challenge** 1/2 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

*Small elemental, neutral evil*

**False Appearance.** While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

**Innate Spellcasting (1/Day).** The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

### Actions

**Claws. Melee Weapon Attack:** +3 to hit, reach 5ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

**Frost Breath (Recharge 6).** The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful save.

# ENEMIES, CONT.

## WHITE DRAGON WYRMLING

*Medium dragon, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	11 (+0)

**Saving Throws** Dex +2, Con +4, Wis +2, Cha +2

**Skills** Perception +4, Stealth +2

**Damage Immunities** cold

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

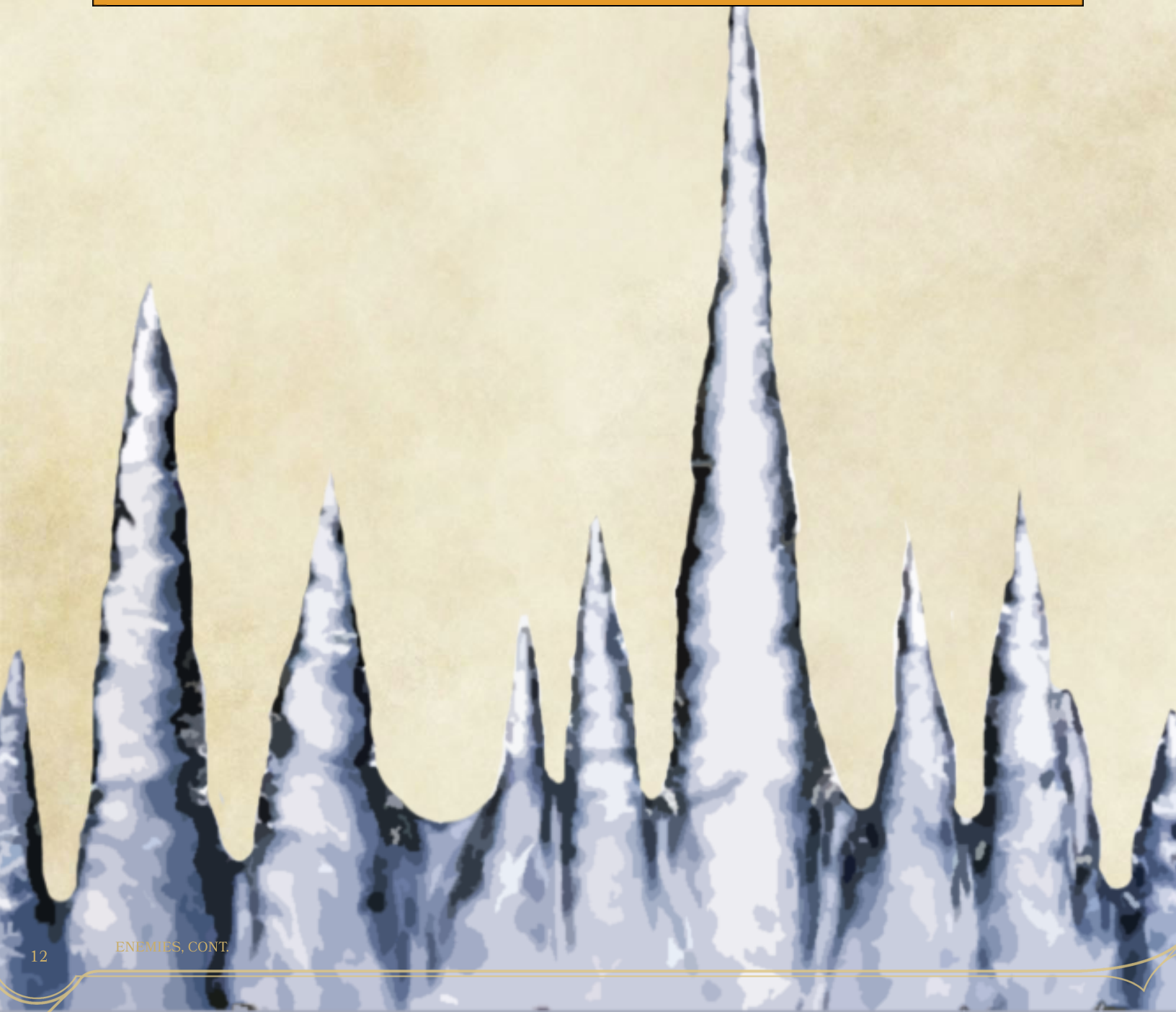
**Languages** Draconic

**Challenge** 2 (450 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

**Cold Breath (Recharges 5-6).** The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.



# GEMSTONES

## RELICS OF ANCIENT, ELEMENTAL POWER

The gemstones add a unique gameplay element to this story. By randomizing the gemstones characters receive, this adds another layer of role-play and strategy.

In the story, the gemstones were discovered along the perimeter of the portal, and are infused with power from both Kaiva and Icewind Dale. Kaiva is a wild planet, overtaken to nature's extremes.

Characters will each receive a gemstone before going through the portal. The DM has two options:

- Have the players roll initiative, and let them select a gemstone in that order. They can see the visuals of the gemstones at this time, but not the **prismatic flux** (see below).
- Shuffle the gemstones and randomly give one to each player.

### ATTUNEMENT

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The characters will not learn about the properties of each gemstone until they encounter the corresponding event that triggers the **prismatic flux**.

### PRISMATIC FLUX

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Because of the strange magic of the gemstones, events known as **prismatic flux** may occur throughout the game. Essentially, these events and encounters interact with the players' gemstones. Each story point is annotated with a prismatic flux to provide an opportunity for role-play or strategy. These events are totally optional, and DMs are welcome to alter the gemstones linked to each prismatic flux. Because there are more gemstones than characters, it is unlikely the group will encounter every prismatic flux (unless you are playing with a group of 9, in which case: godspeed).

## GEMSTONES

### PERIDOT

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**Encounter:** Second tunnel during initial entry, pg. 5

### GARNET

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**Encounter:** Ledge and bridge, pg. 6

### AMETHYST

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**Encounter:** Bridge and ledge, pg. 7

### SMOKY QUARTZ

---

**Encounter:** Battle with Khoron's minions, pg. 6

### KYANITE

---

**Encounter:** Encounter with the yeti, pg. 6

### MOONSTONE

---

**Encounter:** Appearance of the spectral eagle, pg. 7

### CITRINE

---

**Encounter:** Encounter with the winter wolf, pg. 5

### OPAL

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**Encounter:** Battle with Khoron's minions, pg. 6

### SAPPHIRE

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**Encounter:** Second tunnel during escape, pg. 7



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## ADDITIONAL INFORMATION

**THIS ADVENTURE WAS WRITTEN AND PRODUCED BY ASHLEY WARREN.**

- *Dungeons & Dragons* is the property of Wizards of the Coast. Please support their world-changing work.
- Document designed using <http://homebrewery.naturalcrit.com>.

**IF YOU ENJOYED THIS ADVENTURE, PLEASE LET ME KNOW! I'D LOVE TO HEAR ABOUT YOUR EXPERIENCES. CONNECT WITH ME:**

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## OTHER ADVENTURES BY ASHLEY WARREN

### A NIGHT OF MASKS AND MONSTERS

In the city of Ibrido, locals enjoy a life of splendor and frivolity. Every week, a lavish party is held at the Castel di Maschera, hosted by the Marquis di Maschera, Prospero, who has a reputation for being a generous party-thrower and avid patron of the arts. Receiving an invitation to a Marquis di Maschera party is coveted, and those who enter his social circle never leave it.

But the Castel di Maschera holds many secrets. When a strange, hybrid creature — half bird, half man — is found brutally murdered in Ibrido's city square, tattooed with the Marquis's signature symbol of two masks, rumors have begun to spread throughout Ibrido that something more sinister may be occurring.

Did a Marquis di Maschera party simply get out of hand, or does a real danger threaten the inhabitants of Ibrido?

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A cataclysm has torn open the universe. The fabric of space-time is now tenuously held together by a collective of mages and artificers known as the Conjury. Despite the Conjury's best efforts, portals — called the Fractures — have appeared throughout the splintered celestial bodies, and people are disappearing through the cracks. No one dares to willingly travel through the Fractures, for there's no telling what's on the other side.

But the inhabitants of Contra Nova, a city now separated from its home planet, have noticed a pattern in the chaos: the only people lost to the Fractures are young women. Were they taken, or did they choose to go? Rumors abound, and long-simmering wars between factions begin to stir. Have the experiments of the Edgelight gone awry, or was the breach triggered by the fabled Druid of Delta Cara?

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## PERIDOT



### *Prismatic Flux*

The peridot gemstone causes the walls of the second tunnel to glow a vivid green, activating the bioluminescent fungi that has been dormant for centuries. This will allow all of the characters to see clearly in the dark. This also gives the character advantage on the Wisdom check to recognize the gelatinous cube before walking into it.

## GARNET



### *Prismatic Flux*

The garnet gemstone causes beams of red light to appear from the ceiling and wrap around the torso of the character, forming a harness that will protect the character from sliding or falling off the bridge and becoming impaled by the icicles and stalagmites.

## AMETHYST



### *Prismatic Flux*

The amethyst gemstone causes a six-inch-wide purple beam of light to appear between the bridge and the ledge. The bridge is higher than the ledge by about 10 feet, so the beam slopes downward. Although it looks like light, the beam feels like real rope when touched.

## SMOKY QUARTZ



### *Prismatic Flux*

The smoky quartz gemstone will protect a character from falling unconscious or being killed during this battle. If an attack is about to render a character unconscious or dead, the smoky quartz will automatically form a dark gray crystalline shield around a character and will award them one hit point so they remain conscious. This effect will happen automatically, regardless of the character who possesses this particular gemstone. This effect can only happen once.

## KYANITE



### *Prismatic Flux*

The kyanite gemstone will cause the yeti to become fearful, and it will attempt to flee. If the yeti cannot see the kyanite, it will attack, so the character will need to keep the kyanite exposed.

## MOONSTONE



### *Prismatic Flux*

The moonstone gemstone causes a spectral giant eagle to appear within 10 feet of the characters near the crevasse. Despite its appearance, it does possess a solid form. It will lower its wings, providing a ramp onto which the characters can climb. The eagle will then soar over the valley within a minute, flying through the portal, and dissipating once the characters have returned through it.

## CITRINE



### *Prismatic Flux*

The citrine gemstone causes the winter wolf to calm, becoming friendly and obedient to this character. The character may choose to bring the winter wolf along on the rest of the adventure, or command it to flee or stay; the party may also choose to kill the winter wolf, although at this point it will not be hostile so killing it would be considered evil.

## OPAL



### *Prismatic Flux*

The opal gemstone causes a beam of sunlight to shine through a hole in the mountain and refract into four beams of light, illuminating each of the enemies. This will award this character advantage on all attack rolls against these enemies.

## SAPPHIRE



### *Prismatic Flux*

The sapphire gemstone causes all time to slow around the character, allowing them an extra 15 seconds to make a decision about the impending debris in the way. The DM can determine which actions are acceptable in this additional time. The character may roll twice if they want to attempt two separate actions.



