

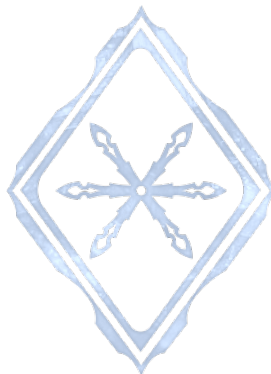


CONTENT CATALOGUE

VERSION 10.0

ICEWIND DALE

RIME OF THE FROSTMAIDEN



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WHAT IS THE CONTENT CATALOG?

The D&D Adventurers League Content Catalog serves as a reference for players and dungeon masters alike who may have question about the adventures that are available to them in Season 10 DDAL play. To maintain fairness in a shared-world campaign, all DDAL participants will follow guidance provided in this catalog.

THE FOLLOWING ABBREVIATIONS ARE USED IN THE CONTENT CATALOG:

ALPG	Adventurers League Players Guide
ALDMG	Adventurers League Dungeon Masters Guide
DDAL	Adventure modules written for AL play
DDEP	Multi-table interactive adventure for AL play
DDHC	Hardcover adventures written by Wizards of the Coast

WHAT DO I NEED?

Welcome to the Adventurers League! You'll need only a few things to get started:

- A copy of the [D&D Basic Rules](#), or a *Player's Handbook*
- The [Season 10 AL Players Guide](#)
- A Season 10 character and logsheet
- Fellow adventurers and a dungeon master
- A Season 10 hardcover adventure or module



ICEWIND DALE: RIME OF THE FROSTMAIDEN

SUGGESTED GUIDANCE

WELCOME TO THE FAR NORTH.

The rules for awarding gold in the ALDMG are used throughout this adventure.

STARTING EQUIPMENT

Season 10 characters add the starting equipment identified in the ALPG, Appendix A.

CHARACTER SECRETS

Doppelganger. Characters with this secret choose a race normally, but have the humanoid (shapechanger) type. While the secret grants them the ability to assume the likeness of other creatures, they always possess the traits of their actual race (plus those granted by this secret).

Reincarnation. A character's current race, not their previous one, is used to qualify for options such as archetypes or feats (i.e., Path of the Battlerager, Elven Accuracy, etc.).

Slaad Host. This secret isn't used.

Spy. Only characters that are members of the Harper faction (see ALPG) can possess this secret.

CHWINGA CHARMS

A given character can receive a blessing only once from the same encounter, no matter how many times they participate in it.

If a chwinga bestows a charm upon a character, the DM determines the charm bestowed by rolling on the table below:

CHWINGA CHARMS

d20	Charm
1 – 2	<i>Charm of cold resistance</i>
3 – 4	<i>Charm of biting cold</i>
5 – 6	<i>Charm of bounty</i>
7	<i>Charm of animal conjuring</i>
8	<i>Charm of vitality</i>
9	<i>Charm of the slayer</i>
10	<i>Charm of restoration</i>
11	<i>Charm of traveler's haven</i>
12	<i>Charm of darkvision</i>
13	<i>Charm of heroism</i>
14	<i>Charm of feather falling</i>
15 – 16	<i>Charm of the snow walker</i>
17 – 18	<i>Charm of the ice troll</i>
19 – 20	<i>Charm of snowball strike</i>

CHAPTER 1: TEN-TOWNS

CHARACTER ADVANCEMENT

Characters of 4th level or higher no longer gain levels by playing Chapter 1.

MAGIC IN TEN-TOWNS

With the exception of potions of healing, common magic items can't be purchased in Ten-Towns. Refer to the ALDMG for the price of spellcasting services.

SNOWFLAKE RATINGS

A town's services rating has a direct impact on the availability of items and equipment available for purchase. Some items while within the gold limit listed are unlikely to be found here. Characters can purchase items and equipment worth 25 gp or less at a town with a services rating of * or 100 gp or less at a town with a services rating of **. Characters have no limitations on what they're able to find available for purchase in towns with a services rating of ***.

CARE-DINEVAL

Knights of the Black Sword

Chardalyn Amulets. Characters whose alignment is changed to lawful evil is removed from play until their alignment is restored by removing the curse. Alternatively, their alignment can be restored and the character returned to play by removing a permanent magic item and reducing their Magic Item Limit (see ALPG p.3: Death, Disease, and Curses).

Caer Locations

C9. Speaker's Office. Kadroth's ring of keys is a story item for Chapter 1.

EASTHAVEN

The Cauldron Caper

Instead of the gems, Speaker Danneth Waylen offers each character a common magic item of their choice from *Xanathar's Guide to Everything*--though he still needs 48 hours to acquire them. Magical armor obtained in this way is limited to leather, scale, or chainmail.

Easthaven Town Hall

T17. Jailer's Room. The ring of keys found here is a story item for Chapter 1.

GOOD MEAD

Concluding the Quest

New Town Speaker. A character that is elected as Speaker of Good Mead is removed from play until they relinquish their new post.

LONELYWOOD

Tracking the Moose

E4. Sarcophagus and Crystal Pillars. If its loyalty is acquired, Sahnar faithfully serves the characters during sessions of this adventure until they begin Chapter 2.

CHAPTER 2: ICEWIND DALE



CHARACTER ADVANCEMENT

Characters of 7th level or higher no longer gain levels by playing Chapter 2.

TALL TALES IN TEN-TOWNS

Provisions for Macreadus. Mishann provides one free casting of cure wounds each day to a character.

Dragon Bone Stew. Creatures that eat the stew have the following flaw until the madness is cured: *“My gold and gems are my most treasured possessions, and those close to me are plotting to steal them away.”*

WILDERNESS ENCOUNTERS

Awakened Beast. The group can obtain the loyalty of no more than one awakened beast in this way and the beast serves the characters during sessions of this adventure until they begin **Chapter 3**.

PLACES OF INTEREST

Dark Duchess Locations

D9. Hold. The “Wand of Orcus” is a trinket that one character can keep.

Id Ascendant

This area outlines a group of gnomish ceremorphs that crash landed in Faerun and are used as the protagonists in the Tier 2 series of DDAL adventures. If you anticipate running these adventures, plan accordingly.

Roleplaying the Gnome Ceremorphs. A character can keep **one** of the pistols given to the group as a reward for giving them a psi crystal. The other pistol must be claimed by another character. If the characters find and take the rifles in N2, the ceremorphs don’t give them the pistols as a reward. Figuring out how to fire and reload a laser pistol requires two successful Intelligence checks (one to figure out how to fire it, another to figure out how to load it). Each time a character makes a check, compare the check result to the Figuring Out Alien Technology table in the *Dungeon Master’s Guide*. After four failures to figure out how to fire and reload, the rifle breaks and is no longer functional. This check must be made during a session in the presence of a DM.

Nautiloid Locations: N2. Cargo Hold. Each energy cell has 10 charges. A character can keep one rifle and one energy cell. After four failures to figure out how to fire and reload the rifle, it breaks; it’s no longer functional and can’t be sold. This check must be made during a session in the presence of a DM.

Nautiloid Locations: N5. Maintenance. The psi crystal detector is a story item for **Chapter 2**.

Lost Spire of Netheril

P11. Upside-Down Laboratory. The small brass key is a story item for Chapter 2.

Skytower Shelter

This area outlines a clan of goliaths. They are at war with the goliath clan used as the protagonists in the Tier 1 series of DDAL adventures.

Griffon Taming. The griffon ages in real-time starting on the date of the session played. The check to tame the

creature must be made during a session in the presence of a DM.

Wyrmdoom Crag

This area outlines a clan of goliaths. They are used as the protagonists in the Tier 1 series of DDAL adventures. If you anticipate running these adventures, plan accordingly.

CHAPTER 3: SUNBLIGHT

CHARACTER ADVANCEMENT

Characters of 6th level or higher no longer gain levels by playing Chapter 3.

XARDOROK’S FORTRESS

Command Level

X37. Xardorok’s Quarters. The piwafwi has a rarity of uncommon.

CHAPTER 4: DESTRUCTION’S LIGHT

CHARACTER ADVANCEMENT

Characters of 7th level or higher no longer gain levels by playing Chapter 4.

CHAPTER 5: AURIL’S ABODE

GRIMSKALLE

Grimskalle Locations

G23. Auril’s Blessing. Auril contacts any character that meets the criteria. A character that succeeds on the saving throw receives the *blessing of the Frostmaiden*.

CHAPTER 7: DOOM OF YTHRYN

NECROPOLIS OF YTHRYN

Necropolis of Ythryn Locations

Y4. Tower of Abjuration: Anvil of Disjunction.

Characters can be rid of a cursed item and its associated curse by destroying it with the anvil.

Y19e. Liquefaction Chamber. A character turned into a brain in a jar is removed from play until returned to life. Never thought I’d have to write that.

Y21. Obelisk. If the staff is used to activate the obelisk, any character present during the session is removed from play—though they can be returned by surrendering a magic item and reducing their magic item count by 1 (this represents finding someone willing and able to cast a wish to return the character to their appropriate time).

Y28. Skydock Spire. One character can keep the *chardalyn* wand.

APPENDIX D: MAGIC ITEMS

PROFESSOR ORB

Professor orbs are always of a non-evil alignment, and their Wisdom and Charisma scores are always 11.



FORGOTTEN REALMS: A PLAGUE OF ANCIENTS

A Plague of Ancients is a D&D Adventurers League campaign in which our intrepid heroes, after being given respite from the brutal Icewind Dale winter by a clan of goliaths, discover one of their own is responsible for the influx of unusual animal activity in the area. Meanwhile, the characters are hunted by an elusive menace. *A Plague of Ancients* is Season 10 in the Adventurers League and begins September 15, 2020.

DDAL10-00 ICE ROAD TRACKERS

Level Range: 1-2 (optimized for 1st level)
Adventure Designer: Shawn Merwin
Adventure Description: A trek toward Icewind Dale turns deadly when an avalanche blocks the heroes' passage through the Spine of the World. Rescued by a menagerie of strange creatures, the heroes are asked to return the favor in exchange for answers about what's happening in the cold and frozen North.
Adventure Length: 4 hours (four 1-hour mini-adventures)
DMSGuild Release: September 15, 2020

DDAL10-01 INTO THE FROZEN NORTH

Level Range: 1-2 (optimized for 1st level)
Adventure Designer: Paige Leitman
Adventure Description: An avalanche has stranded you and your allies in the treacherous Spine of the World, and a relentless blizzard is quickly blowing away all hope of survival. Gather the surviving members of your caravan and strike out for shelter. Strike out for life!
Adventure Length: 4 hours (four 1-hour mini-adventures)
DMSGuild Release: October 17, 2020

DDAL10-02 GNASHING TEETH

Level Range: 1-4 (optimized for 2nd level)
Adventure Designer: Laura Thompson
Adventure Description: The goliaths of Wyrmdoom Crag are a proud, but thankfully, generous people. Having provided you with shelter from the deadly wilds of Icewind Dale, they've asked you to look into the strange things that have been happening in and around their home.
Adventure Length: 4 hours
DMSGuild Release: November 15, 2020

DDAL10-03 DIVINING EVIL

Level Range: 1-4 (optimized for 3rd level)
Adventure Designer: The GM Tim
Adventure Description: A gruesome discovery sets you off into the frozen wastes in search of answers. Will you find the answers you seek, or will your journey leave you with only more questions?
Adventure Length: 4 hours
DMSGuild Release: November 15, 2020

DDAL10-04 COLD BENEVOLENCE

Level Range: 1-4 (optimized for 4th level)
Adventure Designer: Justice Arman
Adventure Description: Feral-Tongue must be stopped! But without aid, it's likely that your efforts will be in vain. Among rising tensions, Old Goat suggests an unlikely ally: Chwingas! Her plan, however, isn't popular among other members of the clan. Can you sway their opinion? Better still, can you find the elusive elemental spirits?
Adventure Length: 4 hours
DMSGuild Release: TBD

EPICS

D&D Epics are exciting multi-table events where participants cooperate in a "mass raid" of truly EPIC proportions; as every table works toward the same goal, individual tables act as squads that might take on different tasks, possibly affecting other tables or unlocking side quests needed to progress the event. Events hosting DDAL play, whether in-person or online, can request a D&D Epic [through the D&D Adventurers League website](#).

DDEP10-00 THE GREAT KNUCKLEHEAD RALLY

Level Range: 1-4 (optimized for 2nd level)
Adventure Designer: Celeste Conowitch, Shawn Merwin
Adventure Description: To fight the despair brought on by the Everlasting Rime, an eccentric dwarf sponsors a fishing tournament she calls the "Great Knucklehead Rally." The event draws the curious, the hopeful, and the cynical alike. And it also draws unexpected guests that test the mettle of the attendees.
Adventure Length: 3 hours
Required Number of Tables: 4+
DMSGuild Release: N/A