



ADVENTURERS LEAGUE™



WINTER'S FRIGID WRATH

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In the wake of Winter's Frosty Kiss, vicious predators come down from Thar - hunters searching for prey. If Hulburg does not deliver, the citizens will become prey as well. Can you catch the intended mark before it is too late?

A four-hour adventure set near Hulburg for 5th - 10th level characters

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INTRODUCTION

Welcome to *Winter's Frigid Wrath*, a Convention Created Content Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

This adventure is designed for three to seven 5th - 10th level characters, and is optimized for five 8th-level characters. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Moonsea region of the Forgotten Realms near Hulburg.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Become familiar with the adventure's appendices and handouts.

- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling--play loses momentum when this happens. At the same time, make sure that players don't finish too early; provide them with a full play experience.

Hulburg Today

Over the centuries, Hulburg was plundered and razed many times, but each time industrious folk returned to rebuild atop its ruins. Remnants of its previous incarnations still exist beneath the surface of the current remains as a disjointed collection of old sewers, passageways, and even the buried foundations and basements of destroyed buildings.

Still small in comparison to its former size, modern-day Hulburg is no exception to this cycle of rebirth. Today, the town still consists mainly of three distinct areas: Tent City, the Harbor District, and Hulmaster Manor—but the Harbor District and Tent City have grown since the threat of Asperus was dealt with last year. Now that winter is here, everyone who could leave for warmer locations has done so—but that doesn't mean there still aren't those here who have nowhere else to go.

A map can be found in Appendix II.

Tent City

The bulk of the town rests atop a tall plateau on the northern banks of the Moonsea, with the heights of Thar rising to the north. A steep and rocky hill blocks expansion to the east, and the stony cliffs along the Moonsea lie to the south.

Known by Hulburg's residents as Tent City, the plateau is home to a haphazard collection of large canvas tents and makeshift wooden buildings. The residential district lies near the center of the plateau, and it stands upon the ruins of a former fortress. It contains a large natural well and several older defenses constructed at the height of Hulburg's former glory. Several miles of unoccupied ruins surround the area.

Many residents of Tent City work in Lord Eorl Hulmaster's gem mine, which is located in the hills to the northeast of the town. The remaining residents survive by plying common trades to support the miners or working as dockhands in the Harbor District. Life in Tent City is rough, with most people living in poverty. These conditions breed crime and violence, but Lord Hulmaster's small force of guards and Hulburg's larger gangs manage to keep the town from falling into complete lawlessness.

Harbor District

The lifeline of Hulburg is its harbor, which lies to the south of Tent City along the northern shore of the Moonsea. A large, rocky bluff separates it from Tent City, and travel between the two districts is limited to a steep man-made trail that traverses the stony face of the slope. Laborers, called hoppers, carry loads of ore and other supplies up and down the trail, which can be treacherous in poor weather, and it's almost always treacherous now that winter is here.

Warehouses and rows of docks make up the bulk of the Harbor District, but the area is also home to a tariff office, guard post, and many other smaller businesses built to service ships and their crews. The district has seen recent investments by Lord Hulmaster, making it opulent in comparison to Tent City. Consequently, few tents and temporary structures lie within its palisades. A handful of successful merchants, traders, and ship captains live here, but even these individuals live a modest lifestyle in comparison to other towns and cities in the Moonsea region.

Hulmaster Manor

Lord Hulmaster's empty manor lies a short thirty-minute walk to the northwest of Tent City on the outskirts of the ruins of old Hulburg. The current lord and his trusted retainers live in a small wooden fortress that backs up to a tall bluff.

Residents of Hulburg jokingly (and never in the presence of the lord or his retainers) refer to the structure as the Hedge Lord's Manor.

Adventure Background

Winters in the northern Moonsea region can be harsh. Travel is hard, trade difficult, and mine production reduced. Tents offer little protection against the cold winds, making living in Hulburg uncomfortable. The citizens of Hulburg, including Lord Hulmaster, have left the city for warmer grounds. Not all can leave: some remain behind because of their job, others because they have no choice.

The first few weeks of winter are uneventful, but the unsuspecting citizens of Hulburg are about to

become the center of a conflict not of their making. A hidden shrine of Auril in the mountains has been robbed, and the thief fled south towards Hulburg. Furious, her priests secure help from the brutal followers of Malar. The two deities might not like each other, but followers of the Beastlord never turn down a good hunt. Few are better at taking down prey in the wilderness of northern Moonsea than the beasts of Malar.

Malar's bloodthirsty hunters quickly followed the thief's trail down the mountain into Thar, and finally Hulburg. It was at Hulburg that the hunters finally caught up with the thief. Neither thief nor hunter care much about the town's citizens. Without the adventurers' aid, its people are to become nothing more than prey to the forces of the wild.

Malar's hunters are not strong enough to face a whole town, instead choosing to kidnap a group of citizens, demanding the stolen relic for their safe return.

The thief is a warlock named Geldryk Granfallow. His purpose for being in Hulburg goes beyond hiding from the wrath of the Lords of the Hunt. The relic he stole from the temple of Auril is an artifact called the Ice Maiden. Used properly, it allows the warlock to move and shape water and ice. It is also the only thing that can be used to free Kasval, the infernal that feeds the warlock's powers. Geldryk's brother, Medwin, is currently hiding within the ruins of Hulburg, hoping to find a way to stop his obsessed brother and the infernal's plans for freedom.

Series

HULB 2-2 Winter's Frigid Wrath is the second part of a trilogy set near and in the town of Hulburg during the first few days of winter. *HULB 2-1 Winter's Frosty Kiss* and *HULB 2-3 Winter's Sharp Bite* are the first and third part of the trilogy. Playing the three adventures in order makes the most sense, but it is not strictly necessary.

Malarites and the High Hunt

By command of their god, worshippers of Malar must celebrate one major hunting event within each of the four seasons of the year. With the beginning breaths of the Winter season, the hunters of Malar have been given the opportunity to honor their faith's traditions with the thief as their chosen prey.

Overview

The adventure is broken down into multiple sections. It is recommended that the DM review these sections before running the adventure.

1. Burden of Beasts. The party has their first run-in with Malar's servants. Left with little choice, the town's guard captain offers to hire the party to locate the thief within town in order to save the townsfolk from the wrath of the Malarites and their lord.

2. The Coldest Snap. Following strange events near Tent City, the party encounters the thief for the first time— as well as his brother, Medwin. They learn more about the warlock's origins, as well as his nefarious plans.

3. The Journey Inward. Heading toward an outcropping near the Harbor District, the players must face off against the warlock's guardians and gain access into the tunnels leading beneath the icy shore.

4. The Guardian Ruins. The party faces a set of trials from the guardian spirits of the ruins in order to gain access to the buried chamber beyond.

5. The Guardian Flame. In this section, the players may gain information regarding a secret society, as well as new options they may use in their confrontation with Geldryk.

6. Perilous Pursuit. As Geldryk attempts to make his escape, the party must choose their path toward stopping the warlock and recovering the relic. Should they succeed, they must then choose how to resolve the hostage situation with the Malarites.

Adventure Hook: The Wounded Guard

The adventure takes place after the party returns from rescuing the captured hunters and defeating the wendigo, Sharaak, in adventure *HULB 2-1*.

While near the outskirts of Hulburg, the party encounters Oran Hornwhisper, the town guard's sergeant-at-arms. He is badly injured and barely able to move on his own. He calls out to the party as soon as they come within view. A successful DC 13 Wisdom (Medicine) check reveals his condition to be serious, primarily from the gaping wounds on his side and neck - presumably caused by some form of large animal.

Oran explains he and his patrol were ambushed by beasts on the outskirts of Hulburg, not far from their current location. He is not sure if there are any other survivors, and desperately asks the party for assistance. He can barely speak beyond this unless the characters either succeed on the Medicine check above or heal him for at least 5 hp. If the players then ask for further details, Oran describes the beasts as "gigantic wolves that can walk".

When the party is ready, the sergeant leads them toward the border outpost at the edge of town.

HULB 2-2 Stand Alone. If you did not run *HULB 2-1 Winter's Frosty Kiss* before this, or are starting this adventure from a different location, you can still use the same adventure hook provided the party is able to encounter the injured guard from whichever location they are travelling.

Roleplaying Oran Hornwhisper

Oran is Hulburg's sergeant-at-arms, a retired soldier, and no stranger to the cold, being a native of the harsh northlands of Damara. He is a rather burly man, his half-elven features barely visible beneath his scraggly dark hair and the salt-and-pepper shaded gruff around his face. Even with his injuries, his nerves seem unshaken, yet the concern for the rest of his patrol is plainly evident. A good friend of the guard captain, Oran shares her staunch determination with keeping Hulburg safe until Lord Hulmaster's return.

However, just as important, his recent encounter with one of Malar's servants has left Oran stricken with lycanthropy. He has never before seen a lycanthrope and is only vaguely aware of their nature, therefore, he is also currently unaware of his affliction. If he does provide further detail of his attackers, any character can discover his affliction by examining his wounds and making a successful DC 14 Intelligence (Arcana) check. As per the *Monster Manual*, only a remove curse can cure Oran of his sickness.



PART 1. BURDEN OF BEASTS

While Oran leads the party to the patrol site, two **werewolves** and two **winter wolves** are prepared to ambush the party from the corner of the town's northern wall. They do not attack until the party investigates the wounded guard, detailed below, or are otherwise spotted.

Read the following once the party arrives near the area.

A light snow begins to fall, collecting upon the already snow-covered dirt and grass beneath your feet. The flowing curtain of flakes, accompanied with the stinging winds, serves you with a firm reminder that the winter season has only just begun to show its teeth.

Oran guides you across the path that leads to the eastern hills, and soon you are only a few dozen yards away from Hulburg's northern palisade wall. About 30 feet away from the wall's edge, a smear of bright red creates a harsh mark against the stark white of the snowy landscape. Nearby, a humanoid figure can be seen lying still, face down in the snow.

Once the party moves in to investigate, a successful DC 13 Wisdom (Perception) check reveals the guard to not only be alive, but bound by both the hands and feet. Unless any of the players specifically look for hidden enemies, only a passive Perception of 14 or higher allows them to notice the werewolves before they move in to attack the party.

Within the first round of the encounter, the werewolves snarl at the party, demanding to know the "location of the cowardly thief". Though the players may attempt to parlay during this exchange, the werewolves do not say much beyond this, while their thirst for combat encourages them to fight on until they are reduced to 0 hp or killed.

A successful DC 10 Intelligence (Religion) check reveals the markings on the bands the beasts wear around their wrists to be the mark of Malar, the Beastlord.

The Malarite hunters revert to human form once defeated. The party may choose to keep them alive in order to gain more information from them. Other than what is listed in their stat blocks, they carry no treasure.

Adjusting the Encounter

The encounter is an easy one. Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak Party:** Remove a winter wolf.
- **Weak Party:** Remove a winter wolf and add a priest.
- **Strong Party:** Add a priest.
- **Very Strong party:** Add a priest. The winter wolves have 90 hit points each, +8 to hit and deal 13 (2d6 + 6) piercing damage. The DC of their cold breath is 14 and it deals 1d8 extra cold damage. PCs earn 1,100 XP per winter wolf.

Note: The priest, if present, is a werewolf. Make the following changes:

- Race is human shapechanger, alignment chaotic evil.
- Add the shapechanger and keen sense trait of a werewolf.
- Due to the chainmail, the priest cannot take wolf form.
- The priest can cast spells in hybrid form, not in wolf form.
- In hybrid form the priest's mace attack can be described as a claw or bite attack with the same damage and attack rolls. If a bite attack, include the Constitution saving throw against the lycanthropy curse as with a regular werewolf.

The Guard Captain

A round after the end of the encounter, Tanya Strongbow, Hulburg's guard captain, arrives with an escort of two more of the town guard. If the party already met Captain Strongbow in the previous adventure, *HULB 2-1* (and potentially *HULB 2-3*), she greets them cordially. Otherwise, Oran Hornwhisper introduces her to the party.

While the two accompanying guards move to untie their companion, Captain Strongbow tells the party that a situation has arisen with these beasts, and offers to take the party to a guardpost nearby where they may take shelter from the cold. Should the party accept, they are escorted to the small outpost at the edge of the town's northern wall. If the party refuses, the Captain wastes no further time and informs the players of the town's current ordeal.

Roleplaying Tanya Strongbow

Captain Strongbow is a short, stocky woman with short brown graying hair, a weather-worn round face and a missing left arm. She wears a pristine if somewhat worn guard uniform, and she has the air of a stern veteran officer. Her face shows little emotion. She has served in the military her whole life, mostly as a guard in Mulmaster, but when she had to choose between retirement and joining Lord Hulmaster's retinue, she picked the latter. She was well aware it would be a hard life, but it is all she knew.

She is a strict, disciplined woman who prefers to keep things professional and polite. Lord Hulmaster and most of his officers have left the area for the winter and she is determined to hand over the town in one piece on the Lord's return in spring. She is not much of a diplomat, but since she needs the adventurers she is willing to ignore much. Still, she has a bit of a temper and a tendency to snap at people who treat her with over-familiarity or contempt, and she has little sense of humor.

What the NPCs Know

The following information can be obtained from either Captain Strongbow, the Malarite hunters, or both. Roleplay each of the NPCs accordingly while the party gathers this information.

- An ancient relic was recently stolen from the temple of Auril in the northern mountains. The thief who stole the relic is rumored to have taken refuge somewhere in town.
- Servants of Malar have recently arrived in search of this presumed thief, but the town guard has so far prevented the majority of these hunters from entering the town.
- In retaliation, the leader of the Malarite hunters has taken the town's head miner hostage, along with at least seven other townsfolk.
- Unless the relic and preferably the thief (**only the relic is required**) is delivered to a spot yet to be determined, the hunters will slaughter the hostages.
- The relic is described as an ivory statuette of a sparsely clad woman dancing in the snow, wearing silver jewelry. It does not radiate magic. The Malarites assume it is nonmagical. The Captain is less certain.
- The thief is a thin human male in his late forties, with a tattoo of an ice devil on his shoulder. The thief can alter his shape with the aid of magic, though the tattoo remains visible.
- A strange, silvery-white mist has appeared in areas both north and west of Tent City. Neither the guards nor the hunters know the nature or the source of this mist.

Developments

None of the guards nor the Malarite hunters know the location of the hostages, nor do they provide the party with any information regarding the leader of the hunters.

Though it appears the Malarites are not seeking to directly harm the townsfolk unless necessary, Captain Strongbow has no intention of allowing them to run rampant throughout Hulburg in search of this elusive thief. By their actions, she is also certain that the hunters have no concern for the well-being of the town or its inhabitants. She tells

the party that the best way to resolve this situation is to find this thief and the relic, and deliver them to the hunters before they grow impatient. Since the town militia has its hands full keeping the hunters at bay, she offers the party a reward of 250 gp if they can retrieve the stolen relic and, if possible, capture the thief.

Assuming the party accepts, the Captain suggests they begin their search at one of the two spots around Tent City where the strange mists have appeared.

Should the party decide to deal with the hunters directly, or use the captured Malarites as their own hostages (which would not work anyway considering Malar's teachings), the Captain stresses what a huge loss the town will bear should the head miner be killed, as well as her responsibility for the lives of the few townsfolk left in Hulburg. Should the party still absolutely insist on dealing directly with the hunters, refer to module *HULB 2-3 Winter's Sharp Bite*. However, the players will be ill-equipped to deal with this scenario, as well as gain little to no support from Captain Strongbow and her militia.



PART 2. THE COLDEST SNAP

This encounter begins once the players reach either of the two clouds of mist that circle the areas north and west of Tent City. They can head directly there if they follow Captain Strongbow's suggestion. Otherwise, if the party attempts to locate the thief on their own, the path eventually leads them here.

With the ruins mostly empty, discovering the thief's tracks should not be too difficult. Any player with a successful DC 13 Wisdom (Survival) check should be able to mark and distinguish fresh humanoid tracks in the snow leading through the less populated areas of Hulburg. If the check was passed by 5 or more the characters realize the freshest tracks are at the western site (assuming they check both).

New arrivals tend to draw attention, so asking around can lead to the mist as well. If they succeed at a DC 18 Charisma (Persuade) check and spend a bit of coin, they are directed to the western mist.

The Encroaching Frost

Once the players reach the silvery-white mist, they soon realize that it is a region of extreme cold and frost—created by Geldryk with the relic. The zones are 1,000 feet away from Tent City, one directly to the north and another to the west.

The following text can be read once the party reaches the edge of either zone.

The bitter cold begins to creep under the folds of your clothing. Your journey through the snowy ruins of the city leads you to a cloud of silvery-white mist that seems to spread out almost a hundred feet in every direction. From within, you can barely make out the edges of frost covered ruins. As you approach, a strong wind cuts through you like an icy razor, followed by an uncanny feeling of unease. There is a strange mystical power

in this area that even the most mundane amongst you can sense.

The mist zones cover a 100 foot radius from their center. Visibility is reduced by half inside the fog. Different events follow depending on which zone the party wishes to enter.

As soon as any character fully enters the mist, they are assaulted with extremely cold temperatures and must immediately make a DC 10 Constitution save or suffer one level of exhaustion (please see "Exhaustion" on pg. 291 of the PHB). Cold weather outfits offer a little protection, but characters resistant to cold do not need to make the saving throw.

Due to the nature of the freezing cold inside the mist, the DM may choose to introduce additional effects and descriptions to emphasize the extremity of the temperature in the area. This could be anything from hair freezing upon the face, cold burns against metal armor, and shortness of breath. This could extend to more extreme things such as making a difficult survival check to light a fire or taking an extra second to pull a weapon free from a scabbard.

It is important, however, to note that these effects should be mostly cosmetic and should not provide any detrimental effects in combat, nor anything that would cause the characters to take damage unless specifically noted in the adventure.

Bitter Intentions

Geldryk created these frost zones in an attempt to force his brother, Medwin out of hiding. The zones are erected over the two areas within Hulburg's ruins where the warlock's brother is sure to be hiding. Medwin is currently hiding near the center of the western mist, while the northern mist is a trap set by the warlock.

The Northern Mist

Your eyes continually adjust, the haze of the frosty mist creating additional shapes and shadows within the midst of the icy cloud. You hear the crackle of the ice patches beneath your feet as you make your way through the area.

In the center of the zone, the party encounters a large spire made of solid ice. The spire is 15 feet wide at ground level and rises 40 feet upward, its radius growing smaller all the way up to the sharp tip at its peak. The spire is surrounded by a field of smaller icy stalagmites varying from six inches to two feet in height.

On the north side of the spire, about 5 feet from the ground, a glowing silvery rune about the size of a human fist can be seen carved into the base of the ice. This rune is the source of the intense cold in the area. A *detect magic* or a successful DC 14 Intelligence (Arcana) check can verify this. It can be removed one of three ways—either with a branding stone (see The Western Mist below), casting *dispel magic* upon the rune, or by causing a minimum of 20 hp of fire damage to the rune itself. Once the rune is disabled, the extreme cold slowly recedes while the mist dissolves into the air.

Developments

Two events occur when the party moves to interact with the spire.

Pit Trap. The surface of the ground 10 feet around the base of the spire is extremely unstable. Anyone approaching the spire must make a DC 14 Wisdom (Perception) check. Any character who fails this check must then make a DC 15 Dexterity saving throw or have the ground collapse beneath their feet and fall into a spiked ice pit below, taking 10 (3d6) bludgeoning damage from the fall.

Any player who has fallen may climb out with a successful DC 14 Strength (Athletics) check. This roll may be made with advantage if any type of assistance is provided by equipment or an ally.

Elemental Attack. A **frozen sentinel** and three **spined devils** rise up from the ground and immediately attack the party once they reach the spire or trigger the pit trap.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak and Weak Party:** No change.
- **Strong Party:** Add a spined devil.
- **Very Strong Party:** Add two spined devils.

The Western Mist

The zone west of Tent City is primarily identical to the northern mist zone (please refer the The Northern Mist above). However, there is no unstable ground or pit traps around the base of the spire. The ruined buildings in the area are also more intact. This spire was more recently erected, and Geldryk is still in the area searching for his brother's whereabouts. He has set an explosive ice trap at the base of the spire.

Ice Trap: One round after the party reaches the center of the spire, the magical trap releases an explosion of frost and ice in a 30-foot radius around the party. It can only be noticed with *detect magic* or similar magical detection and can be disarmed with a *dispel magic* (the spell level for the trap is 6th level). Once triggered, each party member must make a DC 15 Dexterity saving throw. The characters suffer 14 (5d6) cold damage on a failed save or half as much on a successful one. After the trap is triggered, read the following:

As the eruption of snow and ice settles to the ground, you hear a mocking laughter coming from the west. You catch a brief glimmer of a partially obscured form fleeing into the icy mist. Though the details are not exact, you can barely make out the form as a dark haired human wearing grey robes dressed with deep red embroidery. Could this be the thief you've been searching for? As the figure fades deeper into the mists, you may only have moments to act before it completely vanishes.

Cold Pursuit

The figure is not Geldryk. It is a **frigid stalker** created by the warlock. Should the party attempt to pursue the figure, it makes every effort possible to keep the party busy until it can lead the players to an ambush point. Use the following chase rules in order to resolve the pursuit.

The stalker starts 40 feet away from the party and his partially obscured form flees through the maze of ruins. Have each player record their character's distance away from the fleeing target. Each character must use the Dash action to catch up to the stalker. Each Dash action closes the distance by 10 feet. This action may be taken a number of times equal to 3 + the character's Constitution modifier. Afterward, the character must make a DC 10 Constitution Check at the end of their turn or gain one additional level of exhaustion.

Any attempt to stop and take an action such as using a ranged weapon or spell costs the player 20 feet of distance. If the stalker takes at least 20 points of damage, it immediately turns and attacks the last character to damage it. Continue to "Ending the Chase" below.

Breaking the Illusion. If a player comes within 20 feet of the stalker and makes a successful DC 15 Intelligence saving throw, they see the stalker's true form (a much taller, translucent humanoid with no specific facial features), which provides them a clue that they may not be pursuing who they think, as well as the fact that they may be being led to pursue on purpose.

Losing the Trail. If the stalker moves beyond 40 feet away from any pursuer, that player must succeed on a DC 13 Wisdom (Perception) check or lose sight of the stalker within the mists completely. After that, only a successful DC 16 Wisdom (Insight) check allows them to locate it again. They must start the chase again, this time from 30 feet away. Characters with darkvision or a similar ability/spell effect gain advantage on both of these checks. In addition, if the spire's rune was disabled prior to the start of the chase, they also gain advantage on these checks. If all players lose sight of the stalker and fail to relocate it, move on to "Ending the Chase" below.

Random Events. The ruins in this area are extremely unstable and the ground is littered with patches of rubble mixed into the snow and ice. At the end of each round, roll 1d10 for each player and consult the table below. Continue to the next round once the event has been resolved.

Random Chase Events

D10	Effect
1	The target takes a tight corner turn. Make a DC 13 Dexterity (Acrobatics) check or lose 10 feet of distance as you turn around to catch up.
2	A cold wind rips through you during your pursuit. Make a DC 13 Constitution saving throw. If failed, you are also at disadvantage on all saving throws until the end of your next turn.
3	Debris falls from the ruins around you as you run past. Make a DC 12 Dexterity saving throw or suffer 7 (2d6) bludgeoning damage. If successful, gain 10 feet of distance from the target.
4	A thick cloud of dust and debris blows through this area, hampering your vision. Make a DC 13 Wisdom (Perception) check or lose 10 feet of distance from the target. You are also at disadvantage on all attack rolls until the end of your next turn.
5	You run through a patch of ice and struggle to prevent yourself from slipping. Make a DC 13 Dexterity saving throw or stumble through the icy patch, losing 10 feet of distance from the target.
6	Snow and ice collapse below you into the remains of a cellar. Make a DC 12 Dexterity saving throw or fall into a 10-foot-deep pit, and take 3 (1d6) bludgeoning damage. Climbing out takes one move action, but it does not require a skill check.
7-10	Nothing happens

Ending the Chase

The chase ends with all players meeting in the same area when any of the following conditions are met:

- None of the players initiate the chase.
- No one catches the target after eight rounds have passed.
- Any player reaches 0 feet from the target.
- All players lose the target and fail both Perception and Insight checks to find him again.

Once the chase ends, the stalker will attack the party. In addition, two **minotaur skeletons** rise up from the ground and attack as well. If the stalker successfully led the party to the ambush point, the

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak and Weak Party:** Remove both giant skeletons.
- **Strong Party:** Add a giant skeleton.
- **Very Strong Party:** Replace the giant skeletons with two winter wolves.

skeletons gain advantage on their attack rolls for the first round. If any player broke the stalker's illusion, or caught it before eight rounds passed, the skeletons instead arrive one round after combat starts and do not gain any attack bonuses. Continue to "A Brother's Tale" as soon as the last creature is defeated.

A Brother's Tale

The ground shakes beneath your feet and a gust of icy wind whips upward from the ground around your location. Through the whipping winds, you can barely make out the sound of a voice over the wind's howl. You make out the words, "Damned interlopers...", before the voice fades. Within seconds, the icy mist in the area fades away. A short moment later, you hear the faint sound of a voice calling out to you nearby.

The voice calling out to the party is that of Medwin Granfallow, the thief's brother and the primary target of the chilling mist that surrounded the area. He is hiding within a nearby ruined building. He makes it his first priority to tell the party he is no threat and has vital information about the thief they are pursuing.

If any of the players confront or attack Medwin, he defends himself, but does not make any direct attempt to harm anyone in the party. He instead continues to offer his assistance, insisting that time is short and that the entire region is in danger. Medwin's stats are provided in Appendix I.

Provided there is no further conflict, Medwin invites the players into the small ruined hovel where he has taken refuge. He introduces himself and immediately identifies the thief as Geldryk Granfallow, his brother. He also provides the party with the following information, either voluntarily or through questioning:

- Years ago, Geldryk uncovered an old tome buried beneath the ruins of the city. This tome detailed the nature of an infernal being named Kasval, who was defeated and his soul sealed away deep beneath the rocky shores at the border of this city.
- The tome apparently belonged to a Zhentarim wizard who used its rituals to communicate with the infernal. It is assumed that Geldryk has done the same.
- Geldryk became obsessed with the research, so much that he began to continue the Zhentarim wizard's practices. At first, Medwin thought his brother's focus was a hobby, but the rift between them grew and his brother's personality had transformed.
- With knowledge of how to free Kasval, Geldryk, now a warlock, plotted to steal the relic of Auril, which he plans to use to open Kasval's prison.
- Medwin returned to Hulburg while his brother was away and stole his brother's tome. Geldryk has been attempting to take the tome back, as it contains the only method for stopping his plans.
- Medwin knows how to stop his brother and he has made the necessary preparations (a smooth black stone with a rune). He needs the characters help though.

Roleplaying Medwin Granfallow

Medwin is a thin-framed human of middling years. He has short graying hair with a heavily receding hairline and a full well-trimmed beard. He carries a consistently somber expression, but makes strong efforts to not let his darkened mood get in the way of getting the party to help him.

He has never stopped caring for his brother, and deep down hopes to discover a way to save him from the hold the evil infernal seems to have upon his soul. However, he also fully understands the importance of stopping Geldryk, even if it means resorting to force.

The Blighted Tome

The tome Medwin speaks of is a small book of twenty electrum lined pages bound within a cover made of hardened black scales. It is written in a combination of Infernal and magical writings, detailing various practices specific to paying homage to Kasval the Blighted. A successful DC 18 Intelligence (Arcana) check reveals the purpose behind this tome, however, none of the book's contents provides any benefit to the party, as it would take at least a week of study to fully translate the writings. It can only be destroyed by magical means.

Under no circumstance will Medwin part with the book at this time (see the Conclusion for more information on this).

Development

Medwin tells the players that his brother is heading to the Arches, an outcropping near the harbor. There is a system of tunnels beneath the waters that runs through this rock formation. Medwin will help the party enter these tunnels so long as the party makes every effort to stop the warlock from freeing his infernal master.

Should the players agree, Medwin also provides them with a smooth black rock with a rune carved into the surface, very similar to the rune on the surface of the ice spires. This is a branding stone, which Medwin learned to craft from the ancient tome. Medwin does not know the full uses of the stone, but knows that it can be used to dispel the effects generated by the relic. Touching it to the runes carved into the icy spires dispels the freezing mists created by the rune.

Once the party is ready, Medwin accompanies them to the edge of the Harbor District.



PART 3. JOURNEY INWARD

Since the start of the season, Hulburg's harbor has frozen over, making passage into the city by sea nearly impossible.

With newfound knowledge of the thief's identity and intentions, you travel south along the snowy bluff to the Harbor District. Most of the warehouses and offices are closed and shuttered against the harsh climate. Other than a few of Captain Strongbow's patrollers, you see very few of the city's inhabitants in this normally bustling area. The docks have all been frozen over, making passage by the Moonsea nearly impossible. The falling snow gathers into decorative patches along the ice sheets around the harbor, the storm showing no signs of stopping anytime soon.

Medwin leads the party to the edge of the harbor district, where to the southeast, a large curved rock formation known as the Arches extends from the hilly border out into the Moonsea. He tells the party that there is a small passage that runs through the center of this rocky extension. This passage ends at the entrance to tunnels that lead beneath the southern border of the city, which can only be accessed by crossing the sea's icy surface. If asked, Medwin assists the party to reach the entrance but does not travel with the party beyond that point, insisting he must keep the Blighted Tome safe and guard the entrance in case his brother should escape the party.

Getting to the Tunnels

Without the power of the relic, reaching the entrance to the tunnels is not an easy task. It lies at the shore of the Moonsea, the path to which is blocked by the rocky outcropping. The players have multiple ways to reach the entrance.

Crossing the Shoreline. The waters around the shore, the river, and the docks are completely frozen over. It is traversable, but still somewhat perilous to cross.

Walking along the icy surface requires three successful Dexterity (Athletics) checks. This may be performed as a group skill check or made individually. They also do not need to be consecutive. Failed checks do not take away from the total number of successful ones. Those who do fail must make a DC 15 Dexterity saving throw or fall into the icy waters of the Moonsea. Those in the water must make a DC 13 Constitution save or suffer one level of exhaustion from the cold. A DC 13 Strength (Athletics) check is required to climb back onto the ice. This check may be made with advantage if assistance is provided.

Climbing. On the other side of the river, the surface of the outcropping is jagged and covered with snow, ice, and rocky debris. It is not directly connected to Hulburg, and there have not yet been any developments that would provide a direct path over this rock formation. Attempting to climb from the hills or from the shoreline requires three successful DC 15 Strength (Athletics) checks. This can be performed as a group skill check or individually. A failed roll requires those on the icy surface to make a DC 15 Dexterity saving throw or suffer 3d6 bludgeoning damage, and they must start the climb over.

Other Methods. Depending on the party, certain player characters have items or spells that allow them to fly, swim, or move along greater distances. The distance from the edge of the harbor to the entrance path is approximately 300 feet. It is the DM's discretion on how to handle any of these methods, perhaps by allowing advantage on the skill checks or reducing the number of rolls required to reach their destination.

Once the party overcomes these challenges, they reach solid ground at the end of the narrow passage between the rocks.

The Hidden Passage

Geldryk has already opened the passage in the rocks leading down into the tunnels. A **grick alpha** is near the entrance. It is camouflaged against the snowy rock wall and does not attack until the party comes within 30 feet of the entrance.

The frozen river ends in a snow-covered patch of craggy land hidden between the curves of the large rock formation. About 60 feet from the shore, a ten-foot-wide rift in the rock wall leads into darkness. The secluded area also serves as a makeshift wind tunnel for the harsh, unforgiving chill in the air.

A successful DC 15 Wisdom (Perception) check reveals the location of the grick, avoiding its surprise attack on the party.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak and Weak Party:** No change.
- **Strong Party:** Add a grick.
- **Very Strong Party:** Add two gricks.

The Winding Path

The open passage accesses a system of twisting tunnels leading deep beneath the southern border of Hulburg.

A path beyond the opening takes a steep slope downward, leading northwest into the underbelly of the Harbor District. Though you are finally out of the snow, the frigid air shows no sign of receding. The tunnels soon split into multiple directions, each a path of natural dark stone haphazardly covered with thin patches of ice.

Though no map is provided, the party may easily navigate their way through these to reach the underground ruin. During the journey through the tunnels, have each player make a DC 14 Wisdom (Perception) check. A successful roll locates a sheet of clear ice concealing a hidden passage. A rune is carved into the surface of the ice. Using the branding stone on the rune clears the ice and provides a path directly to the opposite side of the Entrance Path of the ruins (see Area #1 in The Guardian Ruins section below). Otherwise, the winding tunnels eventually lead the party to the ruin's main entrance.

If an attempt is made to track Geldryk's movements, a successful DC 13 Wisdom (Survival) check uncovers his tracks and also leads the party to the ice covered passage.



PART 4. GUARDIAN RUINS

The winding tunnels eventually open onto a path of finished stonework. Though Geldryk was able to carve his own path through this area, the party must succeed in opening the two locks required to gain access to the chamber of the Guardian Flame (Area #4). Please refer to the Guardian Ruins Map in Appendix II for location descriptions.

Order of the Guardian Flame

These ruins were the headquarters of an order who operated secretly from within the old city. Their purpose was to protect the land from the incursion of extraplanar beings. Centuries old, they operated in secret, with plans to expand their influence around Faerun.

Before the order had a chance to flourish, they were betrayed by one of their own and most were killed by the infernal known as Kasval the Blighted. In the final conflict, Kasval was trapped in a magical prison of ice and sealed away along with the lair. It is Geldryk's goal to use the power of Auril's relic to open Kasval's prison.

1. Entrance Path

This finished stone passage bears markings carved in the stone that are primarily for decoration. A successful DC 15 Intelligence (History) check reveals these to be centuries old, perhaps even once linked to the rocky area that supported Griffonwatch Keep.

The passage ends in a set of double doors, both of which are unlocked. Around the continuing northern passage, a third set of stone doors bears the carved symbol of a shield surrounded by a flaming aura. A large sheet of solid ice covers this doorway from floor to ceiling, created by Geldryk and the relic. This door can only be opened by successfully disabling the locks in Areas #2 and #3. Neither the door, nor the ice sheet can be removed

or opened by magical means. Once both locks are disabled, the ice sheet shatters and the door opens on its own.

2. The Watcher's Hall

This was once the meeting hall for members of the Order of the Guardian Flame. Their leader, Nediva, is a **ghost** who now haunts this hall along with four **specters** (neutral aligned) who do not immediately appear unless conflict with Nediva is initiated. Nediva appears before the party as soon as they enter the hall.

This hall was clearly something of splendor a long time ago. The high-vaulted ceilings are decorated with creaking chandeliers now caked in rust and frost. Faded tapestries hang on either side of the walls leading to a set of dilapidated stone tables opposite the entryway.

When Nediva appears, she has the form of an elven woman in a resplendent suit of plate armor. She immediately shouts, "You who enter the realm of the Guardian Flame, identify your purpose, or face retribution!"

The guardian ghost makes no motion to move or speak until a player responds with an answer. If any player asks the ghost to identify herself, she tells them she is the protector of these halls and demands an answer immediately. She does not answer any other questions. Any aggressive confrontation or threats made by the party prompt Nediva and the specters to attack. Otherwise, the players may attempt to answer Nediva with either honesty or duplicity.

Proving themselves to Nediva requires a successful DC 14 roll using Charisma (Persuasion) or Charisma (Deception). If the party mentions anything regarding stopping Kasval's revival or show the smooth black stone, they gain advantage on the check.

The party gets two chances to succeed on negotiating with the ghost. If both rolls fail, conflict ensues. Otherwise, she tells the players that they are just in their cause and she awaits the time where she helps them defend against the darkness. With that, she disappears.

The Southern Lock. Beyond the field of broken tables, there is a large ring hanging from a short chain against the west wall. Pulling on this ring causes the chain to pull back a foot, followed by a loud metallic grinding sound coming from somewhere behind the western wall. This disables one of the two locks that open the ice covered door in Area #1.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak and Weak Party:** Remove two specters.
- **Strong Party:** Add two specters.
- **Very Strong Party:** Add a ghost.

3. The Ring of Runes

This area was once a ritual chamber used to commune with both extraplanar realms and other secret holds of the Guardian Flame. Olvik, an **imp**, is imprisoned in a small enchanted cage that sits on one of the tables. He has assumed the form of a raven and calls out to the party when they enter the area.

This large chamber is mostly empty, save for a few cluttered tables against the east wall. Not far from the tables are the remains of what appear to have been a few storage crates. Six four-foot marble pedestals form a ring around the floor of this chamber.

If the party speaks with Olvik, the imp offers them a deal. He tells them the pedestals are used for different functions, including opening the locked door in the main entrance hall. He only asks to be freed from his cage. Any player making a successful DC 16 Intelligence (Arcana) check may learn of the true nature of the fiend. Other abilities such as a

paladin's sense or *detect evil and good* would reveal the same. Unlocking the cage requires a DC 14 Dexterity check with thieves' tools. Alternatively, the lock has an AC of 10 and breaks after taking 10 hp of damage.

The Runed Pedestals. The tops of the marble pedestals are decorated with sets of runes. The tops can be turned to position the runes in any particular pattern. Together, these pedestals actually form a puzzle. Most of the combinations no longer function, but having six matching runes of a particular type face each other opens the northern lock of the double door in Area #1. For each player attempting to work the pedestals, this can be figured out with a successful DC 15 Intelligence (Investigation) or Wisdom (Insight) check.

Should the party take up Olvik's offer, no check is required to solve the puzzle. Once the imp provides the party with the information, he turns invisible and leaves the area. If attacked, he does his best to flee from the party.

Treasure

If the party investigates the tables, they find a locked box (DC 13 to pick open) containing six rubies worth 100 gp each, and 6 vials of holy water.

4. The Guardian Flame

Beyond the locked double doors lies the main chamber of the Order of the Guardian Flame. The great battle between the order and the infernal, Kasval, happened here.

The walls of this grand hall are lined with scorch marks and marred stone, with scattered bits of rock, glass and debris strewn all about the floor. The floor against the northern wall is covered with large pieces of shattered ice. Light swirls of silvery mist trail upward from the ice shards. To the west, a bright blue flame burns within a rune carved indentation built into the wall.

The shards of ice once held the talisman that contains the soul of Kasval the Blighted, an infernal from one of the coldest regions of the Nine Hells. Geldryk has already retrieved the talisman and escaped the ruins.

Spirit of the Guardian

If the party comes within 20 feet of the flame in the west wall, they hear a voice in their heads greeting them. This is the voice of the Guardian Flame itself. If the players respond, the flame tells them that one of their own had betrayed the order and released Kasval. The order banished the infernal and sealed its talisman behind an icy cage forged of its own power. The last members of the order sacrificed themselves to accomplish this. Had any survived they could consequently have destroyed the amulet, but they failed. Only a relic as powerful as the statuette could undo the icy prison that held the infernal's soul.

The Guardian Flame makes a request of the players. Should they choose to pledge themselves to the order, the flame agrees to grant them an aura of protection against the warlock's powers

and instructs them on how to destroy Kasval's talisman. Only one player need agree in order to gain the guardian's help. Make note of which players pledge themselves to the order and check that they note it down on their logs. If none within the party agree, the flame goes out, leaving the party to deal with Geldryk on their own.

The Guardian's Instruction. A ritual requiring a branding stone (which the players should already have) may be performed to shatter Kasval's talisman. It takes only a minute for the guardian to teach the incantation, which can be performed by any of the players. They are also surrounded with a dimly lit magical aura, granting them advantage on all saving throws made against Geldryk's powers and spells.

When the party is ready, they may exit the ruins using the same passage they had come in through.



PART 5. PERILOUS PURSUIT

In this encounter, the party comes to a final confrontation with **Geldryk**. Though the warlock made his escape long before the party, his brother has delayed him long enough for them to catch up. The entrance to the tunnels has partially collapsed, but still allows enough space for the party to climb over the rocky debris.

You swiftly move through the piles of collapsed rubble and ice toward the now slender opening in the wall, beyond which the path opens back onto the rocky landscape on the shore of the Moonsea. From the opening, you see the light feathering of flakes has increased to a full-fledged snowstorm. In the faint distance, you hear a familiar voice shout through the unforgiving wind, "Brother, I beg of you! Please stop this!"

The party emerges onto a scene of conflict. To the west, approximately 60 feet from the ruined building, the two brothers stand face to face. There is only enough time to see the warlock hurl a coil of wind from the statuette, completely encasing his brother in a block of ice.

Geldryk does not immediately notice the party. Should they decide to delay, the warlock heads south toward the icy waters. Players using stealth may follow him as far as the shore where the warlock begins using the relic to reinforce the icy waters to secure his passage. This requires a DC 14 Dexterity (Stealth) check to sneak up on him normally.

Geldryk starts combat with *mage armor* already cast. At the beginning of his first turn, two **winter wolves** emerge from the tunnels and immediately attack the party. This does not take up any of the warlock's actions.

The Relic. Though the branding stone protects the party from Medwin's fate, Geldryk may still use the statuette's powers against the party. In addition

to the stats provided, he gains the following spellcasting abilities. Please use the warlock spellcasting bonuses provided in the stat block:

At will: *chill touch*, *ray of frost*

1/day each: *cone of cold*, *ice storm*

The Frozen Warrior. Freeing Medwin is possible, but certainly not easy. The frozen prison cannot be dispelled—a successful DC 13 Intelligence (Arcana) check may be made to discern this. However, the prison can be shattered. It has an AC of 13 and 40 hp. It is immune to acid, cold, and poison damage, and resistant to slashing and piercing attacks. Once Medwin is freed, he joins the combat with 29 hp remaining.

The Guardian's Ritual. If the party dealt with the Guardian Flame, any player may attempt to perform the ritual during the combat. It takes one action to perform, causing the branding stone to shatter. The talisman around the warlock's neck shatters in a burst of flame, inflicting 9 (2d6) hp of fire damage.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak or Very Weak Party:** Remove the winter wolves.
- **Strong Party:** Add a winter wolf.
- **Very Strong Party:** Replace the winter wolves with a barbed devil.

Expanding Choices

When Geldryk is defeated, what happens next is defined by whether or not he is killed in combat. It is recommended that when the warlock is reduced to near 0 hp, you specifically ask the players whether or not they intend to deliver a killing blow. This reminds the players that they do not necessarily have to kill Geldryk in order to end the conflict.

Once Geldryk is defeated, there are multiple ways to resolve the encounter.

If Geldryk is brought to 0 hp or below without delivering a killing blow: The relic does not take kindly to the warlock's actions and decides to inflict its mistress' wrath upon him. A stream of frost pours from the relic, surrounding the warlock's arm until it shatters into pieces. Geldryk falls to the floor, unconscious.

If Geldryk is brought to 0 hp or below by a killing blow: The relic brings Auril's full wrath down upon Geldryk, enshrouding his body in frost and shattering his form completely.

Treasure

Other than the talisman (which will be dealt with during the Conclusion) and the relic, Geldryk carries a scroll case which contains a spell scroll inscribed with the *dispel magic* spell.

Conclusion

Regardless of how Geldryk is defeated, Medwin is freed from the prison of ice if the players had not yet done so. They may also perform the guardian's ritual to destroy Kasval's talisman. If they do not, or if they haven't learned the ritual, Medwin destroys the talisman himself.

If the warlock was killed, Medwin thanks the party for their help and gives them 50 gp per PC.

If Geldryk is still alive, Medwin requests the players take the relic, but allow him to leave with his brother in the hopes that he recovers from the

infernal's influence. If the party absolutely refuses or explains their situation, Medwin begrudgingly agrees, as his brother's obsession was the cause for the endangered innocents. Do remember that the followers of Malar do not require the thief per se. The relic itself is enough. Defeated, and with all his plans destroyed, Geldryk remains silent and uncaring of his fate.

Should the players choose to let Medwin leave, in addition to the gold, Medwin rewards the party with his longsword, praising them to be good and worthy souls. The longsword is a *flame tongue*. He also gives them the tome. The magic is gone, but its information is still useful. It is now a mundane item but can be sold for 300 gp. If the characters sell it to the Zhentarim, members of said faction gain 1 renown point.

Upon return into Hulburg, the party can rendezvous with Captain Strongbow and Sergeant Hornwhisper. The Captain is relieved at the party's success, telling them the situation with the Malarites has grown even more tense. As promised, she takes the relic off the party's hands and grants them the 250 gp reward, also insisting they take a much needed rest while she and her guards resolve the hostage situation.

If the players wish to involve themselves in the dealings with Malar's hunters, continue to the next adventure, *HULB 2-3 Winter's Sharp Bite*.

Treasure

The characters earn 50 gp per character from Medwin. If they allow Geldryk to leave alive they earn the *flame tongue*.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Bearded Devil	700
Frigid Stalker	2,300
Frozen Sentinel	1,800
Geldryk	2,900
Ghost	1,100
Giant Skeleton	450
Grick	450
Grick Alpha	2,900
Priest	450
Specter	200
Spined Devil	450
Werewolf	700
Winter Wolf (standard)	700
Winter Wolf (very strong)	1,100

Non-Combat Awards

Task or accomplishment	XP per Char.
Ending the chase by catching up to Geldryk	150
Solving Ring of Runes without the Imp's help	200
Proving worthy of Nediva without conflict	400
Destroying the infernal talisman	350
Allowing both Medwin and Geldryk to leave freely (if Geldryk is alive)	100

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award for each character participating in this adventure is **6,000 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Base reward	250 gp
Blighted Tome	300 gp
Medwin's Reward	50 gp/PC
Rubies	600 gp
Vials of holy water (6)	36 gp

Flame Tongue

Weapon (longsword), rare (requires attunement)

A description of this item can be found on pg. 170 of the *Dungeon Master's Guide*.

Spell Scroll (Dispel Magic)

Scroll, rare

A description of this item can be found on pg. 200 of the *Dungeon Master's Guide*.

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's log sheet contains a column to record permanent magic items for ease of reference.

- If the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

Renown

All faction members earn **one renown point** for participating in this adventure.

Zhentarim members earn one extra renown point if they sell the tome to one of their agents.

Harpers earn one extra renown point if they join the Order of the Flame and destroy the talisman.

Downtime

Each character receives **10 downtime days** at the conclusion of this adventure.

Story Awards

Characters who swore themselves to the Order of the Flame should note it down on their log sheets.

DM Rewards

You receive **875 XP, 400 gp, and 10 downtime days** for running this session.

Appendix:

NPC / Monster Statistics

Bearded Devil

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered.

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't Impede the devil's darkvision.

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned In this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start

of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Frigid Stalker*

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker may become invisible at will whenever it is in snow or icy terrain.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

* Slightly modified invisible stalker: Invisibility only works in winter terrain.

Frozen Sentinel*

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

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

Lightning Absorption. Whenever the sentinel is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The sentinel's weapon attacks are magical.

Actions

Multiattack. The construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 8) bludgeoning damage.

* Slightly modified flesh golem: removed berserk and immutable form as they were inconsistent with the purpose of the ice monster.

Geldryk (Warlock of the Fiend)

Medium humanoid (any race), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7

Skills Arcana +4, Deception +7, Perception +5, Persuasion +7, Religion +4

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal

Challenge 7 (2,900 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma (spell save DC 15). The warlock can innately cast the following spells, requiring no material components:

At will: *alter self*, *false life*, *levitate* (self only), *mage armor* (self only), *silent image*

1/day each: *feblemind*, *finger of death*, *plane shift*

Spellcasting. Geldryk is a 17th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st – 5th level (4 5th-level slots): *banishment*, *burning hands*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

Actions

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-1)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any known in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horriifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horriifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Grick

Medium monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages –

Challenge 2 (450 XP)

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Medwin (Veteran)

Medium humanoid (human), neutral good

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Grick Alpha

Large monstrosity, neutral

Armor Class 18 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages –

Challenge 7 (2,900 XP)

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes two attacks, one with its tail and one with its tentacles. If it hits with its tentacles, the grick can make one beak attack against the same target.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Actions

Multiattack. Medwin makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Minotaur Skeleton

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend spell slots to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Spined Devil

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

Actions

Multiattack. The devil makes two attacks, one with its bite and one with its fork, or two with its tail spines.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 5 (2d4) slashing damage.

Fork. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. Hit: 3 (1d6) piercing damage.

Specter (of the Guardian Flame)

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (+5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Werewolf

Medium humanoid (human shapechanger), chaotic evil

Armor Class 11 in human form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 14

Languages Common (cannot speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Winter Wolf

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

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 attack rolls 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.

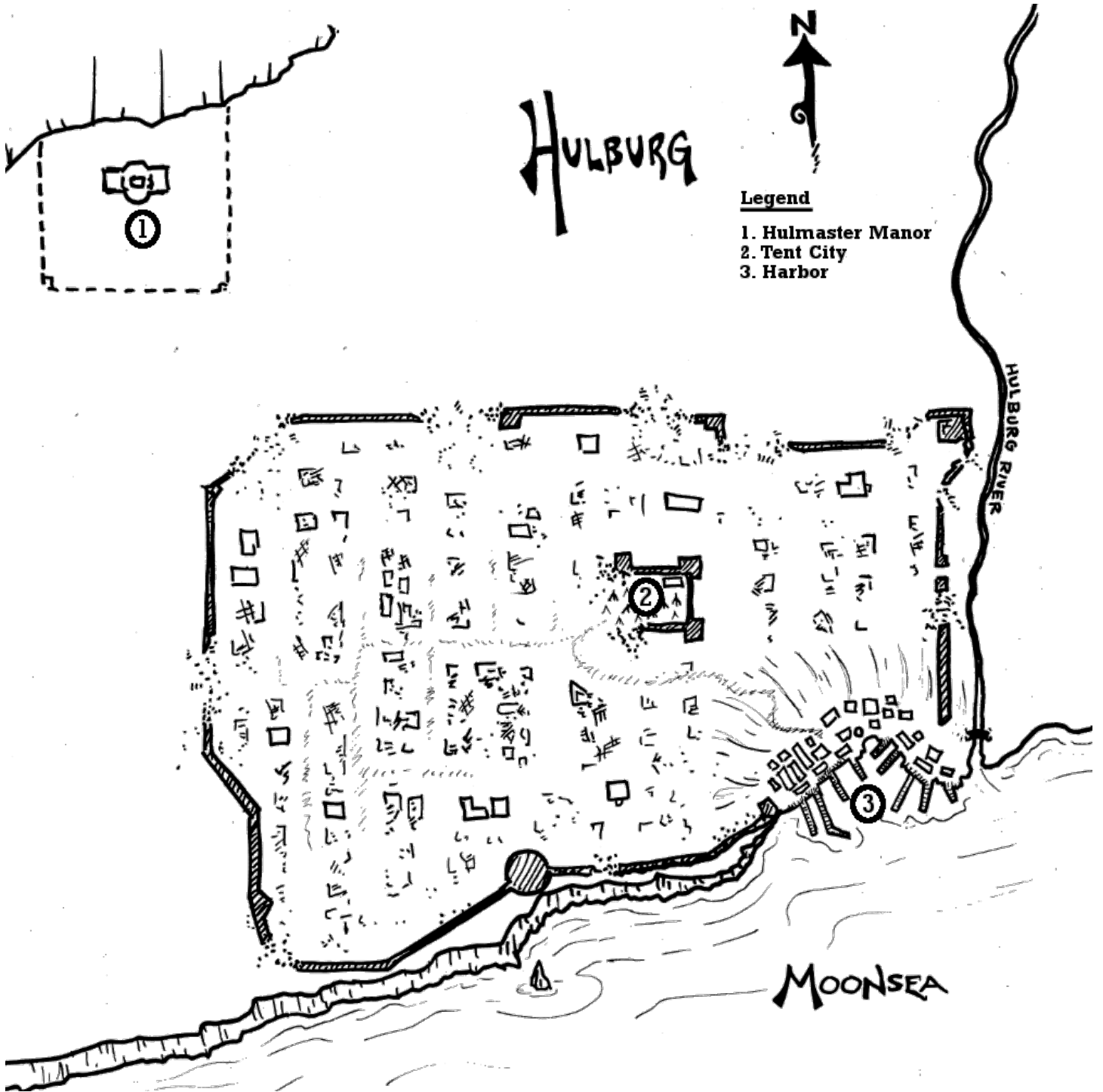
Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 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 DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Appendix II: Maps



MAP #3

THE GUARDIAN RUINS

