



CCC-DWB-ACM-1

A massive ice statue is rampaging through the city of Tantlin in Stygia.
Can it be stopped, and who set it loose?

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A COLOSSAL MESS



A Two-Hour Adventure for Tier 2 Characters.
Optimized for APL 7.

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Adventure Primer

This adventure is designed for **three to seven 5th to 10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

This adventure occurs on the fifth layer of the nine hells: Stygia.

Background

The ice devil named **Harchura** is one of the most renowned ice sculptors in all of **Stygia**, some will even argue of all time. Harchura was recently commissioned by the lord of Stygia, **Levistus**, to sculpt a colossal statue of **Asmodeus** for the entrance to the city of **Tantlin**. However while completing the interior of the statue, Harchura left the statue to rest. While gone, a faerie dragon, named **Misty**, used the statue to make some mischief, animating it to attack the city.

Overview

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action scene. If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Part 1: A Flight into Chaos.** The adventurers are briefed in transit to the city aboard a white dragon carrying the adventurers in a long carriage underneath it. Levistus charges the adventurers with stopping the statue and discovering the culprit.
- **Part 2: Rampage.** After the briefing, the adventurers arrive in the center of the city to see the statue attacking the city. The adventurers must avoid the statue's attacks and enter the statue.

- **Part 3: Icy Reception.** Upon breaching the statue, the adventurers must navigate the statue to the head where the adventurers must .

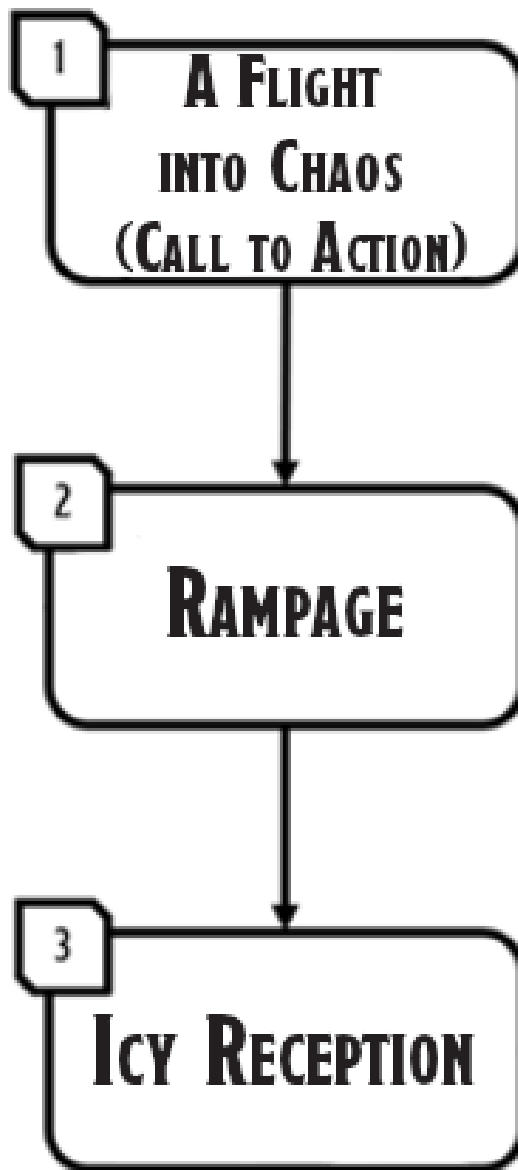
Adventure Hooks

Adventure Hook 1. One of the adventures could have been trapped on this level of the nine hells and hopes pleasing Levistus is a way to escape.

Adventure Hook 2. The players may wish to curry favor with Levistus or Asmodeus in exchange for their help.

Adventure Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Part 1: A Flight into Chaos

Estimated Duration: 15 minutes

Call to Action

The adventurers are enjoying a morning in a local tavern on this layer of the nine hells called the Leaky Iceberg.

A blast of cold air whips into the tavern, as a frantic looking Ice Devil rushes in and starts looking around before rushing towards your group. “Oh Good, adventurers! Thanks be that I was able to locate a group of you. I have a massive problem and desperately need your help”

The entity that the adventurers are speaking with is **Harchura**. It wastes no time in introductions and will only introduce itself if asked to:

- Harchura explains that he was constructing a statue of Asmodeus that **Leviti** commissioned when it suddenly came to life and began attacking the city of Tantlin while Harchura was taking a break.
- Harchura needs the adventurers to head to the statue, figure out what or who has animated the statue and stop it before the statue destroys the entire city.
- Harchura’s apprentice, a white dragon named **Athon** (A-Th-On) will fly the group to within 60 feet of the statue before withdrawing. Once you have completed your task, Athon will return and ferry the adventurers to Harchura for their reward.
- Leviti has been sending troops and attacks at the statue but it has resisted all attempts to destroy it.
- According to Harchura, he modeled the statue after the famed Walking Statues of Waterdeep and gave it similar abilities.
- There are three doors into the statue: in the lower back, on top of its head and in the back of its left foot.

- Harchura promises to reward the adventurers once the statue has been stopped and the cause identified with both gold and with hand-crafted items that would be of great value to “adventurers such as yourselves”.

Once the adventurers are ready, Athon swoops down to collect the adventurers in an icy gondola that the dragon carries while in flight. As they reach the outer edge of the city, proceed to Part 2

Part 2: Rampage

Off in the distance, you see a massive statue of Asmodeus smashing up the cityscape with its massive claws. It suddenly lifts its head and turns to look towards your fragile vessel. It rips a piece of building in half and lobs one of the pieces at Athon. The piece hits the dragon in the wing and severely damages the gondola. The injury is causing your group to lose altitude fast!

At this point, the adventurers have one round before Athon crashes. They are currently 50 ft in the air. Athon has taken 43 points of damage from that attack and will take an additional 10d6 bludgeoning damage in the crash as will the adventurers if they don't act. At the end of the round, any adventurer that is still in the Gondola or riding Athon must make a DC 20 Dexterity saving throw or take 10d6 bludgeoning damage (half on a successful save). This save is at advantage if the adventurers did anything to help Athon.

As you dust yourselves off from the crash, you see the statue looming over the city as citizens and defenders alike flee or assault the statue. Athon groans and says "I can take you no farther. You will need to find your way to the statue on your own."

At this point the adventurers should roll initiative, they will keep this initiative until they enter the statue.

Scene A: A City in Chaos

Area Information

The area has the following features.

Terrain. The city streets are dense with creatures of all kinds either fleeing or attacking the statue. As the party advances on the statue, each adventurer must roll on the battle complication table. If any adventurer is flying,

ignore any complication described as occurring on the ground.

Lighting. The area is brightly lit.

The Statue. The statue attacks with 1 rock attack on initiative count 0 (Losing Ties). The attack is at disadvantage due to the chaos of the crowd. If the adventurers are traveling on the ground, they are granted a +5 to AC and advantage on stealth checks to avoid the statue seeing them. Any adventurer who is flying doesn't receive these benefits.

Once the adventurers arrive at the statue, the ground battle begins.

Roll 1d20: Battle Complication

1. (Ground) A large obstacle such as a horse or cart blocks your way. Make a DC 15 Dexterity (Acrobatics) check to get past the obstacle. On a failed check, the obstacle counts as difficult terrain.
2. A crowd blocks your way. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to make your way through the crowd unimpeded. On a failed check, the crowd counts as difficult terrain.
3. (Ground) A large stained-glass window or similar barrier blocks your path. Make a DC 10 Strength saving throw to smash through the barrier and keep going. On a failed save, you bounce off the barrier and fall prone.
4. A maze of barrels, crates, or similar obstacles blocks your way. Make a DC 10 Dexterity (Acrobatics) or an Intelligence check to navigate the maze. On a failed check, the maze counts as difficult terrain.
5. You come upon a pack of **ice mephits** fighting over food. Make a DC 10 Dexterity (stealth) check to get through the pack unimpeded. On a failed check, you are attacked and take 2d4 cold damage, and the area counts as difficult terrain.
6. (Ground) The ground beneath your feet is slippery with rain, spilled oil, or some

other liquid . Make a DC 10 Dexterity saving throw. On a failed save, you fall prone.

7. You run into a crowd of defenders. Make a DC 15 Strength (Athletics), Dexterity (Acrobatics), or Charisma (Intimidation) check to get past the defenders unimpeded. On a failed check, you take 2d6 bludgeoning damage, and the defenders make the area difficult terrain.
8. An injured citizen blocks your way. Make a DC 10 Strength (Athletics) check to push past them. You succeed automatically if you decide to help them. On a failed check, the area counts as difficult terrain.
9. An overzealous **Bearded Devil** mistakes you for an attacker. If you move 20 feet or more on your turn , the devil makes an opportunity attack against you with a *Glaive* (+5 to hit; 1d10 + 3 slashing damage on a hit) .
10. You are forced to make a sharp turn to avoid colliding with something impassable. Make a DC 10 Dexterity saving throw to navigate the turn. On a failed save, you collide with something hard and take 1d4 bludgeoning damage.

No complication occurs on a roll of 11-20.

You enter this artificial clearing of rubble as the massive statue towers above you. It rumbles menacingly as it glares at your group with glowing green eyes.

Area Information

The area (Map A) has the following features.

Terrain. The clearing is 90ft long and 90ft wide of rubble. The area is difficult terrain.

Lighting. The lighting is basic daylight.

The Statue. The Statue takes up a 40ft by 40ft.

Statue Entrance Ways. There are 3 doors (10 ft by 10 ft) into the statue (in the Left foot, the lower back, and on the top of head). Each door is unlocked, but requires an Athletics or Acrobatics Check (DC 13) to enter due to movement of the statue.

Adjusting The Scene:

Very Weak/Weak: Remove the multiattack feature from the statue.

If the adventurers decide to attack the statue, let the fight play out for 2 rounds. Then the adventurers hear the following message from Athon over the crowd.

“It is no use, ” The voice of Athon roars angrily over the panic of the city, “Stop messing around and get in there and stop this thing! It is destroying the city!”

After getting into the statue, proceed to part 3.

Scene B: Ground Battle

The adventurers must now enter the statue.

Part 3: A Icy Reception

Location A: The Interior

After entering the still moving statue, the adventurers must navigate the confusing passageways to the center of the statue.

As you enter the rampaging statue, high pitched laughter fills your ears as it echoes throughout.

Area Information

The area has the following features.

Terrain. The interior of the statue is unstable and jerks violently. The stairways leading to the control center are 5ft wide and are treacherous requiring a DC: 10 Athletics or Acrobatics check to safely navigate.

Lighting. The ice walls of the statue glow with dim multicolored lights.

Entrance Ways. If the adventurers enter from the feet or the head, they must navigate the stairway (about 60ft from either location) to lead to the control center. Entering from the lower back enters the icicle chamber.

Environmental Hazards. As the adventurers navigate through the statue, they encounter one of the following after they move. (Roll Randomly from the table below, all require Dex Saves):

Roll 1d4: Environmental Hazards

1. Falling Icicles: DC 15 Dex Save or Take 2d10 Piercing Damage
2. Battle Damage to Statue: DC 15 Dex Save, or take 2d6 Fire Damage
3. Collapsing Stairway: DC 12 or take 2d8 Bludgeoning Damage
4. Roll twice more on this table and ignore any result of a four.

Location B: The Icicle Chamber

Area Information

The area has the following features.

Terrain. The interior of the statue is unstable and jerks violently. The room is 20ft across by 40ft wide and with a 40ft tall ceiling. The walls and ceiling of this room is covered in razor sharp icicles and the floor is littered with similar shards which causes difficult terrain and deals 1d4 damage for every 5ft moved. The adventurers enter from the western side of the room. There is a door to the control room across from where the adventurers enter.

Lighting. The ice walls of the statue glow with dim rainbow colored lights.

Ambushers. Within this room, there are 5 flying icicles (**Flying Swords**) and 5 falling Icicles (**Piercers**). They have camouflaged themselves among the other icicles but can be seen with a perception of 18 and will attack, with surprise if not detected, when the adventurers move 10ft into the room.

Adjusting The Scene:

Very Weak: Remove 2 **Piercers** and 2 **Flying Swords**

Weak: Remove 1 **Piercer** and 1 **Flying Sword**

Strong: Add 1 **Piercer** and 1 **Flying Sword**

Very Strong: Add 1 **Piercer** and 1 **Flying Sword**

Once the adventurers defeat or bypass this room, they enter the control center.

Location C: The Control Center

As you burst into the center of the statue, you are greeted by the sight of a large tree shaped crystal glowing with rainbow colored light. Within the tree cackling with glee, a violet, demonic-looking faerie dragon bounces happily. It turns at your entrance, stops bouncing (which stops the statue's rampage) and sighs "Awww... you are here to ruin my fun. Misty is not done playing with this city yet..." It turns and goes back to bouncing.

Creature Information

The faerie dragon is named **Misty** and understands and enjoys the mayhem it is causing.

Objectives & Goals. Misty has been corrupted by the demon lord **Grazzt** and is simply searching for fun. Unlike most of its kind, its brand of fun involves out of control portals or a rampaging statue.

What Do They Know? Misty is enjoying itself and wants to keep causing chaos in Stygia. It is fully aware of what it is doing. Misty can be persuaded to stop if another source of mayhem can be secured (DC 20 Persuasion/Deception at disadvantage).

If threatened (or any attempt to use Intimidation instead of persuasion) or if the Persuasion/Deception check fails:

The faerie dragon stops bouncing and looks at you with dangerous amusement, "Misty sees! You want to amuse Misty. Fine! Let us play together!" The crystal tree begins to glow brightly and splits into two parts which begin to whip their branches as a pair of horrible mouths open and roar

The crystal tree transforms into a **Balhannoth** and a **Roper** which attacks immediately.

Area Information

The area has the following features.

Terrain. The control center is a 40ft by 40ft square room with the ceiling of 40ft. with a series

of window slits in the eastern wall. There are doors to the back of the statue on the west wall, to the head on the north wall, and to the feet on the south wall.

Lighting. The ice walls of the control center glow with bright rainbow lights.

Misty's Actions. On initiative count 15 (losing ties), Misty will cast one of its spells as its action. Any spell with a range of self affects the **Balhannoth** instead of Misty.

Adjusting The Scene:

Very Weak: Remove the **Roper** and remove the **Balhannoth's** Legendary Actions

Weak: Remove the **Roper**

Strong: Misty's influence makes the control center the **Balhannoth's** Lair.

Very Strong: Add 1 **Roper**

After the **Balhannoth** and the **Roper** is destroyed, Misty vanishes in a puff of green smoke. Misty also vanishes if it is persuaded to leave peacefully. However after Misty leaves the statue falls silent. In the silence, the adventurers hear the following,

"Oh Poo, pesky adventurers keep ruining my fun. First, they stop our portal and now they stop our search, oh well my master and I have a larger trick planned... and it will be hysterical!"

Wrap-Up

After stopping Misty and the statue, the adventurers are retrieved by **Athon** (assuming he survives) and are taken to the **Tomb of Levistus** and quickly ushered to his cage.

The icy cage is dark and impossible to see inside but a large presence can be felt inside. “Excellent work, you have helped to save my city. It is a shame you were unable to capture the little pest that caused the problem. But I am sure that we will be hearing from it again, unfortunately.” A deep sigh follows, “as to your reward” and with that an icy blue portal appears and as it opens a pair of imps walk up behind the adventurers and present them with a small bag. “Harchura is repairing the statue but grants you a token of its esteem. Now leave my realm and may you never have cause to return”

After that, the portal sends the adventurers back to their home realm with the bag in tow.

Treasure

Within the bag can be found a small ice sculpture of a hummingbird (**Figurine of Wondrous Power (Silver Raven)**) and two **Unbreakable Arrows** carved out of ice.

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix B**:

- *Unbreakable Arrow* x2
- *Figurine of Wondrous Power (Silver Raven)*

Dungeon Master Rewards

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the Adventurers League DM Rewards document for more info.

Story Award

Banned: Stygia. The frozen, inhospitable wilderness of Stygia is home to many vile creatures as well as an uncountable number from the Material Plane. Desperate criminals and those condemned to death may pray to Levistus, the ruler of Stygia, for freedom; should he answer, they are transported here. For reasons known only to you and him, you are forever banned from setting foot within Stygia. Perhaps you redeemed too many souls, or maybe you were discovered to be in league with Geryon, the former ruler of this realm; regardless, Levistus has closed this layer of the Nine Hells to you. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Stygia.

Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

Misty The Mad. A sadistic Faerie Dragon that has been corrupted by Grazzt.

- **Personality:** Everything I do is for my amusement.
- **Ideal:** Mayhem makes my world a little brighter.
- **Bond:** My amusement is all important
- **Flaw:** I have no regard for others.

Athon The White Dragon. A young white dragon in the service of Harchura

- **Personality:** I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
- **Ideal:** I'm only in it for the money.
- **Bond:** I'm trying to pay off an old debt I owe to a generous benefactor.
- **Flaw:** I turn tail and run when things look bad.

Harchura. A Renowned Ice Devil Sculptor in Stygia

- **Personality:** My art brings me joy.
- **Ideal:** I create to bring glory and renown to myself
- **Bond:** My fame means more to me than my life
- **Flaw:** I will do whatever I have to to save face

Creature Statistics

Balhannoth

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	6 (-2)	15 (+2)	8 (-1)

Saving Throws Con +8

Skills Perception +6

Condition Immunities blinded

Senses blindsight 500 ft. (blind beyond this radius), passive Perception 16

Languages understands Deep Speech, telepathy 1 mile

Challenge 11 (7,200 XP)

Legendary Resistance (2/Day). If the balhannoth fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The balhannoth makes a bite attack and up to two tentacle attacks, or it makes up to four tentacle attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 25 (4d10 + 3) piercing damage.

Tentacle. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15) and is moved up to 5 feet toward the balhannoth. Until this grapple ends, the target is restrained, and the balhannoth can't use this tentacle against other targets. The balhannoth has four tentacles.

Legendary Action

The balhannoth can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The balhannoth regains spent legendary actions at the start of its turn.

Bite Attack. The balhannoth makes one bite attack against one creature it has grappled.

Teleport. The balhannoth magically teleports, along with any equipment it is wearing or carrying and any

creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Vanish. The balhannoth magically becomes invisible for up to 10 minutes or until immediately after it makes an attack roll.

Lair Actions

When fighting inside its lair, a balhannoth can use lair actions. On initiative count 20 (losing initiative ties), a balhannoth can take one lair action to cause one of the following effects; the balhannoth can't use the same lair action two rounds in a row:

- The balhannoth targets one creature within 500 feet of it. The target must succeed on a DC 16 Wisdom saving throw or the target, along with whatever it is wearing and carrying, teleports to an unoccupied space of the balhannoth's choice within 60 feet of it.
- The balhannoth targets one creature within 500 feet of it. The target must succeed on a DC 16 Wisdom saving throw or the balhannoth becomes invisible to that creature for 1 minute. This effect ends if the balhannoth attacks the target.

Misty the Mad

Tiny dragon, chaotic evil

Armor Class 15

Hit Points 14 (4d4 + 4)

Speed 10ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Arcana +4, Perception +3, Stealth +7

Senses darkvision 60ft., passive Perception 13

Languages Draconic, Sylvan, Common

Challenge 2 (450 XP)

Superior Invisibility. As a bonus action, the dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.

Limited Telepathy. Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

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

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast a number of spells, requiring no material components. As the dragon ages and changes color, it gains additional spells as shown below.

Violet, 1/day each: *dancing lights, mage hand, minor illusion, color spray, mirror image, hold Person, fear, hallucinatory terrain, polymorph*

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

Euphoria Breath (Recharge 5-6). The dragon exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:
1-4. The target takes no action or bonus action and uses all of its movement to move in a random direction.
5- 6. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.

Flying Icicle (Flying Sword)

Small construct, Unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60ft. (blind beyond this radius), passive Perception 7

Languages-

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The Icicle is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, the Icicle must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the Icicle remains motionless and isn't flying, it is indistinguishable from a normal Icicle.

Actions

Stab. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Falling Icicles (Piercer)

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 5 ft., climb 5 ft..

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +5

Senses blindsight 30ft., darkvision 60ft., passive

Perception 8

Languages -

Challenge 1/2 (100 XP)

False Appearance. While the icicle remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

Spider Climb. The icicle can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Drop. Melee Weapon Attack: +3 to hit, one creature directly " underneath the icicle. Hit: 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). Miss: The falling icicle takes half the normal falling damage for the distance fallen.

Statue of Asmodeus (Walking Statue of Waterdeep)

Gargantuan construct, unaligned

Armor Class 17 (natural armor)

Hit Points 314 (17d20 + 136)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Saving Throws Con +14

Damage Immunities cold, fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

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

Senses truesight 120 ft., passive Perception 10

languages-

Challenge 18 (20,000 XP)

Crumbling Colossus. When the statue drops to 0 hit points, it crumbles and is destroyed. Any creature on the ground within 30 feet of the crumbling statue must make a DC 22 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Immutable Form. The statue is immune to any spell or effect that would alter its form.

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

Siege Monster. The statue deals double damage to objects and structures.

Actions

Multiattack. The statue makes two melee attacks.

Slam. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 29 (3d12 + 10) bludgeoning damage.

Hurled Stone. Ranged Weapon Attack: +16 to hit, range 200/800 ft., one target. Hit: 43 (6d10 + 10) bludgeoning damage.

Roper

Large monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10ft., climb 10ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5

Senses darkvision 60ft., passive Perception 16

Languages-

Challenge 5 (1,800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb. The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

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

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.

Young White Dragon

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40ft., burrow 20ft., fly 80ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4

Skills Perception +6, Stealth +3

Damage Immunities cold

Senses blindsight 30ft., darkvision 120ft., passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

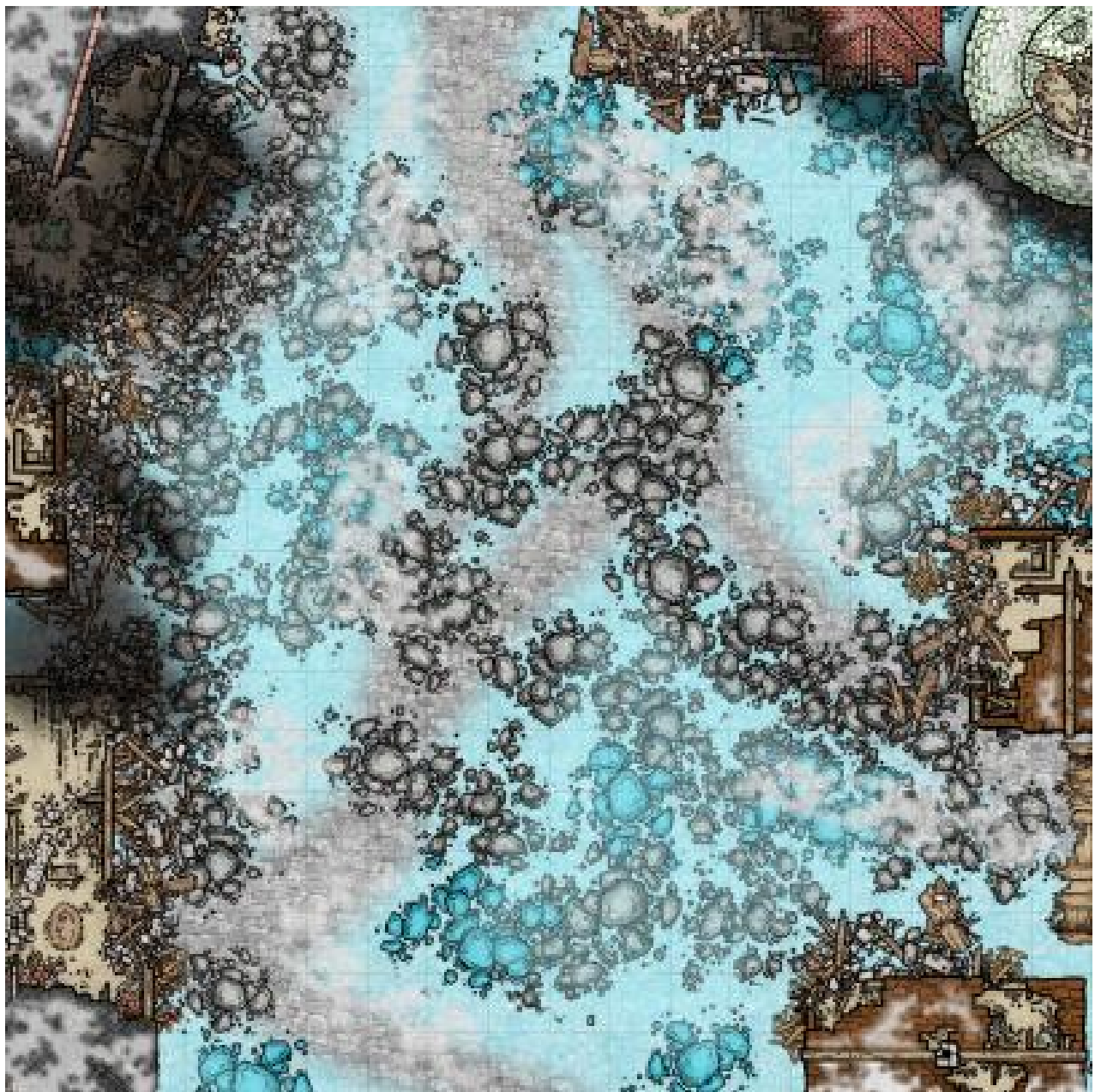
Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

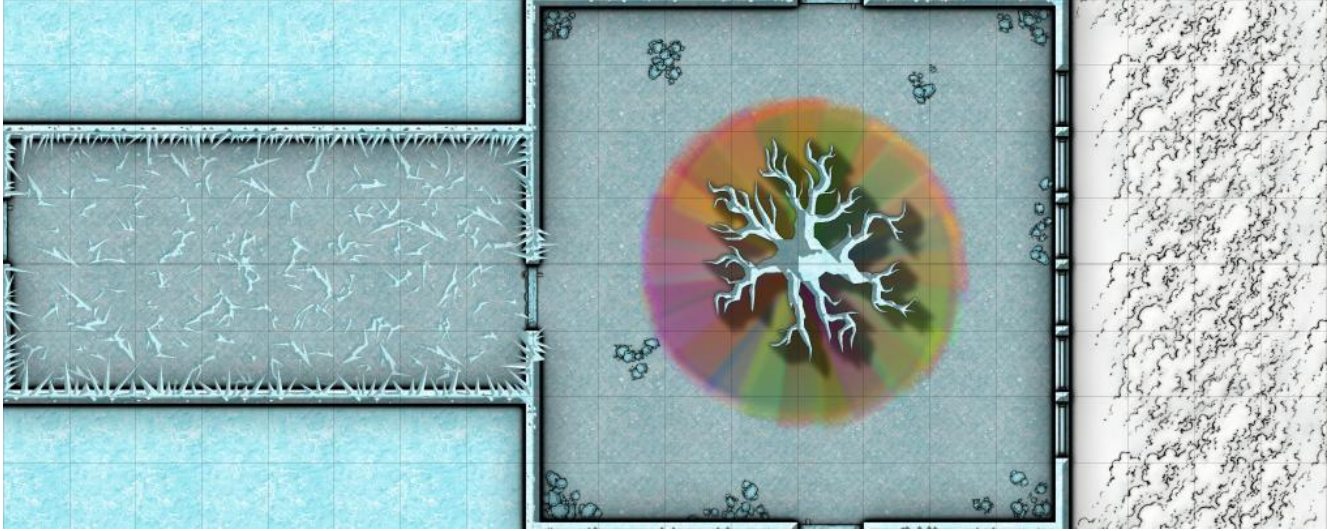
Appendix A: Maps, Player Handouts, Etc.

This appendix includes various handouts and resources for running the adventure.

Map A: Ground Battle



Map B: Control Center



Appendix B: Character Rewards

Figurine of Wondrous Power (Silver Raven)

Wondrous item, uncommon (requires attunement)

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. See the Monster Manual for the creature's statistics, except for the giant fly. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

This silver statuette of a raven can become a raven for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine allows you to cast the animal messenger spell on it at will.

This statue of a Hummingbird is made of Silvery Ice. It feels cold to the touch but the ice never melts despite the environment.

This item can be found on Magic Item Table F

Unbreakable Arrows

Wondrous item, common

This arrow can't be broken, except when it is within an antimagic field.

These arrows are made of expertly carved ice that never seems to melt no matter what.

This item can be found on pg. 139 in Xanathar's Guide to Everything

Appendix C: Story Awards

During this adventure, the characters may earn the following story awards:

Banned: Stygia

The frozen, inhospitable wilderness of Stygia is home to many vile creatures as well as an uncountable number from the Material Plane. Desperate criminals and those condemned to death may pray to Levistus, the ruler of Stygia, for freedom; should he answer, they are transported here. For reasons known only to you and him, you are forever banned from setting foot within Stygia. Perhaps you redeemed too many souls, or maybe you were discovered to be in league with Geryon, the former ruler of this realm; regardless, Levistus has closed this layer of the Nine Hells to you. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Stygia.

Appendix D: Dungeon Master Tips

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

Preparing the Adventure

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 combat. Familiar yourself 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.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and your information is added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Player’s Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

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

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

Appendix E: DWB D&D

What is DWB D&D?

We are an online community based around a mutual love of D&D and one of the largest online groups for Adventurers League play.

We like to provide access and opportunity for anyone interested in participating in this wonderful hobby of ours so they can connect with others and play regardless of barriers. We are an inclusive and accommodating group and we specialize in helping people learn to play and use the tools available for online play.



How to Get Involved?

The best way to get involved is to join us on discord! We have games everyday, a team of mentors ready to answer your questions and assist you, and a library of prepared games to save you time preparing them yourself.

Join the discord at: <https://discord.gg/yldzGmR>

Or you can contact me directly!

Twitter: twitter.com/Daddywarrbuxx

Facebook: facebook.com/Daddywarrbuxx

Email: daddywarrbuxx@gmail.com

Please reach out to me!

One of the things we are hoping to do is enable more writers an opportunity to share their work. We (try) to host an epic every three months, so if you are looking for an event to submit a CCC on or would like to create an adventure using the premade bundles let me know!