

DC-POA

# ICEDAWN OVER TEN TRAIL



The Cult of the Frostmaiden threatens the lives of the hardy folk in Icewind Dale just as they endure the harshest winter of they've ever faced.







# ICEDAWN OVER TEN TRAIL

## *A Plague of Ancients* Adventure

A caravan carrying essential materials for a divine ritual that aims to help the people of **Bryn Shander** stave off the brunt of the **Rime of the Frostmaiden** attempts to make it through the treacherous passes along the **Spine of the World**.

However, suspicions fall upon the caravan members as some suspect it has been infiltrated by the **Cult of Auril** itself, threatening the ritual and the brave travelers that try to reach **Ten-Towns** with crucial supplies.

*A Four-Hour Adventure for 1st through 4th-Level Characters.*

Optimized for APL 3. Dungeoncraft Seed: Breaking Ice-olation.



## Credits

**Design:** Gerge Coelho

**Editing:** Gerge Coelho

**Cover Art:** Gerge Coelho

**Interior Art:** Gerge Coelho (p. 15), Dungeon Masters Guild's Creator Resources, Dyson Logos (cartography)

**Revision:** Gabriella Coelho

**Playtesters:** Allan Franco, Apophis2000, Gabriella Coelho, Gustavo Santos, Joshua Creel, Mathemagician, Mikael Bôto

**DDAL Guildmaster:** Chris Lindsay

**DDAL Wizards Team:** Brandy Camel, Lea Helotis, Chris Lindsay, Chris Tulach

**DDAL Administrators:** Alan Patrick, Amy Lynn Dzura, Travis Woodall, Ma'at Crook, Claire Hoffman, Greg Marks

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright 2021 by Jorge Coelho de Carvalho Júnior and published under the Community Content Agreement for Dungeon Masters Guild.



# Icedawn Over Ten Trail

## Adventure Primer

*"Nobody, nobody trusts anybody now, and we're all very tired."*

—R.J. MacReady, *The Thing* (1982)

Welcome to Icedawn over the Ten Trail, a D&D **Adventurers League** module inspired by the **Icewind Dale: Rime of the Frostmaiden** storyline season, part of the **Plague of Ancients** and the **Cold Dawn** Series.

This adventure is designed for three to seven 1st to 4th level characters, and is optimized for five 3rd level characters.

The adventure is set in the Icewind Dale region of the Forgotten Realms, more specifically in the Ten Trail, that stretches from the North/South Pass in the northern tip of the Sword Coast all the way to Bryn Shander, largest among the Ten Towns, and is set around the year 1489 DR.

## Background

You accompanied one of the last caravans into Icewind Dale before the foul weather settled in and winter's claws dug deep into this northern land. The last time you saw the sun in its whole was before you crossed the North/South pass, and despite coming prepared, the chill wind digs beneath whatever thick layers of clothing you wear. When stopping on one of the way stations in the Ten Trail before reaching Bryn Shander, a priestess among the travellers approaches you to confide in her suspicions as of late.

## Overview

This adventure's story is spread over **five parts** and takes approximately **4 hours** to play.

- **Call to Action: Plea of the Morninglord** (15 minutes) The priestess Mithann approaches adventures on the way to Bryn Shander, hoping to find out the truth of the rumors of cultists of Auril in the caravan.

- **Part 1: The Caravan** (75 minutes) The party investigates the other travelers in the caravan, hoping to find out who's telling the truth. This is **Story Objective A**.
- **Part 2: Trial at the Waystone** (15 minutes) The caravan reaches an old Ostorian waystone and the authorities mete out judgement upon those they find untrustworthy. This is **Story Objective B**.
- **Part 3: Cultist Ambush** (30 minutes) Cultists of Auril provoke an avalanche upon the caravan when it crosses a narrow pass, stealing Mithann's components in the chaos. This is **Story Objective C**.
- **Part 4: Icebound Trackers** (15 minutes) The group tries to follow the trail of the cultists into the lair without getting lost in the wilderness. This is **Story Objective D**.
- **Part 5: Owl Creek Mine** (90 minutes) The group reaches the cultist's hideout and proceeds to recover the material components. This is **Story Objective E**.

## Adventure Hooks

In addition to the characters' individual backgrounds, the following hooks are possible ways to involve the adventurers in this scenario. Useful if you have players who are unsure why their characters are here:

**The Everlasting Rime.** You've heard rumors of how Icewind Dale was supposedly cursed, and how the sun hasn't risen high in the sky in the last two years. All of that sounded just like the sort of region that would have need for adventures.

**To Lonelywood.** You've had your fair share of trouble and bad luck. You want nothing more than to start a new life from scratch and Icewind Dale seems like the perfect place to do so.

**Harper (Faction Agent).** You're a Harper and an idealist, and after hearing how the Frostmaiden and her cultists have this land locked tight within their icy grasp, you couldn't let it rest. You ended up heading north to stick your nose where it wasn't called in the hopes of helping the local folk out of this.

**Zhent Business (Faction Agent).** You've been called by superiors in the faction to help the faction cell in Targos. Being sent into this frozen land was likely a punishment for something you've done, too.



## Brief History

Mithann—sometimes Mishann—a Cormyrian cleric of Amaunator, now retired in Ten Towns, knows of the difficult times the peoples of Icewind Dale face every winter, with the sun—highest symbol of her deity—gone for two years, and decided she would try to do further in order to help. Calling upon some Harper contacts and also upon more than a few old favors from her former adventuring life in the Sword Coast, she arranged enough donations to gather up the required material components and particular relics that will allow for her to cast a *hallow* spell she upon the House of the Morninglord in Bryn Shander, in order to assist the locals in enduring the brunt of the chilling Rime.

After gathering the required materials in the lands south of the Spine of the World, Mithann took one of the last caravans back north towards Icewind Dale, crossing the North/South pass just as all trails were said to be locked by snow and debris. Though eager to perform the ritual and spread the word of the Glory of Dawn upon the northerners, Mithann is suspicious that enemies might have learned of her quest, enemies creeping closer than one might think.

Mithann is now desperate to reach the end of the Ten Trail, almost refusing to allow the group to stop on the last few way stations along their path, but having no choice in the end. After all but confirming her suspicions, she decides to approach a group of adventurers among the folks in the caravan, and beg for them to head her plea and help the components reach her temple and be some form of hope for the hardy folk of the Dale.

### Ten Towns Rumours (d8)

1. “Some people have been disappearing in the roads around Lonelywood... I mean, more people have been disappearing there than usual.”
2. “I’ve heard stories that the frost giants that live around the glacier and on the icebergs are as susceptible to lycanthropy as we regular folk are... Can you imagine a giant polar werebear or a wereshark?”
3. “Travellers have been arriving around Ten Towns with stories of a group of talking beasts in some cave down in the Spine of the World. They mentioned some ‘Mother Tusk’ was the leader among them.”
4. “Seems people have been sighting gnolls south of Easthaven, some of them camping over hot springs in the area. I’ve had no idea such beasts would dare come here, especially during the winter.”
5. “You’re not one of those cultists, are you? Well, you wouldn’t tell me if you were, but I sure as

Nine Hells am not one. I mean, anyone could be a cultist around here.”

6. “I say these Reghedmen have been nothing but trouble to Ten Towns. Sure the Elks have calmed down enough since old days, but naught but ten years ago the Bears have pledged most of themselves to Auril, and I hear some of the Wolves pray to Malar! No good comes from these dealings.”
7. “Some people arrived telling stories of an old orc crypt among the hills west of Bryn Shander. It seems a few fools meddled with cursed stone tablets that sealed the place and were attacked by orc zombies. Best left behind, these relics of the past. The Kingdom of Many-Arrows has been calm enough to the east of here. As calm as orcs usually manage, that is.”
8. “They say that the preferred form of homage to the Frostmaiden is to leave the sacrifices out in the cold to die of exposure. How in the Nine Hells am I supposed to know that? Well, it’s uh... common knowledge around here.”

## Call to Action: Plea of the Morninglord

**Themes:** *despair, helplessness.*

**Location:** *Northern slopes of the Spine of the World mountains.*

**Story Objective A:** *Investigate the travelers.*

**Estimated Duration:** *15 minutes.*

Aside from the sightings of wild animals through the dense fog stalking the caravan along its way through some stretches along their journey, the caravan faced few problems aside from wheels skipping on the ice at some points—a few startled pack beasts and a replaced axle or another. Close to the end of their road, the group expects to reach Bryn Shander the day after tomorrow or the one after that, after all, it’s hard to measure distances through this fog and without light.

Early in the morning, Mithann approaches the group and introduces herself:

“Blessings of the Morninglord upon you, adventurers. I am Mithann, devout servant of the Glory of Dawn, our bright lord Sun. If you would but listen, I have a few words to share, ones that I held in secrecy for days, but now I fear they’re far beyond just that.”



The priestess shares her turmoil with the group, telling how she wants to help the peoples of Ten Towns and cast a powerful spell upon the House of the Morninglord in Bryn Shander, to assist in staving off the brunt of winter and give hope to the folk in these dark and trying times.

The components she needs for that are very valuable, and are being transported in her wagon, though after waking up to figures sneaking in the shadows near her bundles in the night, she fears they are endangered, and thus is the ritual. Mithann asks the group to investigate among the others in the caravan, to see if they can rout out the thieves—or, she fears, cultists of Auril—and secure the delivery.

The group might discuss rewards and ask for more information from the priestess, and she is more than willing to help, though she already has three levels of Exhaustion due to lack of sleep while protecting her material components. Mithann is willing to gather what gold she can for rewards and even convince the Speaker of Bryn Shander to add up to that amount when the caravan arrives (naturally limited by the Adventurers League hourly gold), but urges the group to help her for now.

## Part 1: The Caravan

*Themes: intrigue, investigation, suspicion.*  
*Estimated Duration: 75 minutes*

The caravan is bringing cloth, wool, oils, and other items to trade in Ten-Towns, the long line of pack animals, wagons and merchants are all tired, taking several days more than they should in the road due to the poor conditions, and the current freezing wind and snow haven't done a thing to improve the mood.

Below are several NPCs that are key to the first investigative scenes of the adventure, in which the group might interrogate and attempt to draw information from in order to rout out the cultists and guarantee the delivery of the material components, along with the other goods the whole caravan brings (show the players **Handout 1: Caravan at a Glance** to help them out in the investigation). Feel free to change them add other NPCs that might fit into your particular group of player characters, ones you might find adds up to the drama of the investigation, or that is outright fun to interact with. Depending on which adventure you plan for your group to follow

afterwards, these might be NPCs from the Ten-Towns, Arcane Brotherhood members, Goliaths of one of the two clans in Icewind Dale, or others.

Some of these NPCs have other secrets unrelated to Auriel's cult, which might draw suspicions upon them when a few Wisdom (Insight) checks reveal they are hiding some kind of information. After every NPC's description, you will find some facts, happenings or rumours they might share with the characters during their conversations, true or not.

Due to their heavy winter clothing, most of the travellers are all but indistinguishable from each other from a distance, it is a common thing in Icewind Dale to not recognize even close friends from afar.

If you want to jump-start this scene, you can roll have every player roll a d20 representing a person they've already made an acquaintance of in the caravan. Compare results to the list below:

- |                     |                        |
|---------------------|------------------------|
| 1. Alfred Emial     | 9. Ignazio Gallo       |
| 2. Amalaran         | 10. Ionna Airen        |
| 3. Arsenio Lupe     | 11. Mathis Tawnash     |
| 4. Brita Sanni      | 12. Mithann            |
| 5. Cornelius Ottmar | 13. Redd Gaoch         |
| 6. Danai Ndidi      | 14 to 20. Other Player |
| 7. Edgar Prospero   | Characters or no one.  |
| 8. Gerard Emeric    |                        |

### The Caravan Members

- **Amalaran**, the neutral moon elf **apprentice wizard**. An apprentice in the Host Tower of the Arcane in Luskan, who wants only to further increase his and his order's influence in the north through fair trade, also developing his skills and knowledge in these journeys. Those closely observing him might catch that once every hour or so he mutters a few discrete words to himself—this is actually an easy 'tell' for an attentive spellcaster to catch—a DC 10 Intelligence (Arcana) is enough for those who pay attention to find out that he is casting the *prestidigitation* cantrip, and a DC 12 Intelligence (Investigation) check after some observation is pierces the slight illusion, and perceives that he is actually a drow using magic to maintain his moon elf facade. Despite hiding his true nature for safety, Amalaran wants only fair business in the Frozenfar, he has loose ties in Luskan, and is distantly familiar with Gromph Baenre, Jarlaxle, and Bregan D'aerthe, though those might be names he's not inclined to mention. The elf is in his order's wagon alone, though three Illuskan **guards** posing as simple travellers spread along the caravan are actually sharp at attention looking at his wagon. The wagon brings pickled food and rolls of cloth to trade in for timber and material



components more commonly found further north.  
(*in Elvish*) "Fair be our meeting..."  
(*in Common*) "Amalaran, from the Host Tower of the Arcane in Luskan, at your service, good masters. Hoped for warmer times to make your acquaintances, but let our hearts provide warmth in any way possible. How may I be of help?"  
(*discreetly in drow sign language while speaking*)  
"Under orders from Gromph and Bregan D'aerthe, do not interfere." (characters proficient with all Undercommon, Elvish, and Thieves' Cant, are considered to understand Drow Sign Language.)

- **Arsenio Lupe**, the neutral evil Amnian human **acolyte**. An old priest of Waukeen from Amn, on a mission to spread the word and sancticity of his goddess through the north, Arsenio would like nothing more than to spread his legs close to a fireplace's hearth and wait out this 'vacation' in peace. Sometime during the caravan's journey, he approached Danai and used a trick of magic to try and forcibly gain her affection, casting the *friends* cantrip, which the Chultan scholar resisted and pushed him back, an event which Arsenio almost jokingly dismisses if asked about, thinking nothing of it. The old priest also display open disdain against arcane spellcasters.  
Three other **commoners** from Amn are accompanying him on his wagon, along with

a templar **guard** and a young **noble** on peregrination. They have resources for lodging for the whole season in Ten Towns.  
"The shine of Our Lady of Gold upon you travellers, happy to accept your offerings to Waukeen so your lives may be more fortuitous from now on. Give! And ye shall receive, I always say!"

- **Brita Sanni**, the chaotic neutral Vaasan human **noble**. A Zhentarim agent known in the lower circles for her skills with documents forgery, on her way to Targos to deliver a packet of her goods to other agents personally, which is unusual for her operations. She is proud, sure of herself, and almost arrogant, but her record is completely clean, as she is never tied to the consequences of the actions of her clients. Regarding others with a cold smug smile, she maintains a facade of cordiality through short interactions easily enough, but turns dour soon afterwards if the length of such conversations stretch beyond her short tolerance.  
Brita is driving her own wagon among the middle of the caravan, stuffed with other unrelated goods like cloth, oils and pottery, used mostly to hide her true wares among them, and she has a trained pigeon she uses to exchange messages with her associates.  
"Hello adventurers, what would a lady be of any





help to fearless folk like you? I'm just bringing a few goods to trade in Bryn Shander, and was hoping to get back south before winter settled, but it seems Shaundakul wasn't on my side this time."

- **Cornelius Ottmar**, the chaotic evil Damaran human **thug**. A rugged ruffian from Damara, clearly rough-on-the-edges and prone to violence, Cornelius is on the run from having committed murder in Waterdeep after taking revenge from a beating he took in a drunken brawl, which is just the latest in his story of misdeeds since that is roughly the same reason he left his northern country long before. His scarred face turns into a scowl as others approach him, and he is quick to display his often foul mood in order to drive them away. He was chased off by both the Xanathar guild and the City Watch of Waterdeep, but neither know anything of his identity, so he is bound to be safe off in one of the Ten Towns with little to identify him and his face soon forgotten as many others before him. Cornelius is travelling alone and following the caravan on foot.  
"Off my way, filth. I don't owe you a shard of bloodstone for you to be questioning me about, get lost!"

- **Danai Ndidi**, the chaotic neutral Chultan human **spy**. A scholar and explorer who came all the way from Chult in a boat under orders of her employer, the Merchant Prince Wakanga O'tamu. Danai is eager and excited for this journey, enjoying the opportunity to learn and experience new and different things in the far north. Recently, however, her interaction with Arsenio soured the journey quite a bit, but she refrained from denouncing the supposed 'holy man' out of fear for her future safety. All that made her ever the more eager to meet with her contact, the dwarf Baellac Hammerstone, in the Dwarven Valley, hoping to gather up an expedition to explore the ruined bowels of Kelvin's Cairn. Danai has three other Chultan **commoners** helping her in the journey, and she is riding a horse at the side of her wagon near the front of the caravan.  
"Greetings from the Merchant Princes of Port Nyanzaru, esteemed friends, I am Danai Ndidi, archeologist and anthropologist under employ of Wakanga O'tamu. If any among you dare explore the bowels of Kelvin's Cairn, I would invite you to follow me all the way to the Dwarven Valley to better discuss the possible arrangements."

- **Edgar Prospero**, the neutral good Tethyrian human **commoner**. Edgar was imprisoned in the lower levels of the Seatower of Balduran for a crime he didn't commit, other than not going along with the manipulations of a lady from a Patriar family, and managed to escape from the prison while others broke out and swam away to safety. Formerly a farmhand of the region, Edgar now runs from the territories of the Lord's Alliance in the hopes of keeping his freedom, since the mere hastily written messages he sent back to his family has earned him agents following his footsteps all the way to Luskan. He is nervous when interacting with others—thinking they might be after him—and it easily shows, as he is travelling alone on a riderless draft horse of some unlucky fellow he found on the road. Among the packs carried by his pack beast is the crumpled parchment with his rough ink drawing, marking him as 'Wanted by the Flaming Fist' and describing the reward for his delivery alive, which amounts to hefty sum of gold coins.  
"Good will of Queen Anais upon you, travellers. What bring you to the top of the world? I know I'm in for quite a change from the warm hills and farms of Tethyr to these white mountain tops.  
\*sigh\*... Really don't know what got into my head..."

- **Ignazio Gallo**, the neutral Chondathan human **noble**. Outcast from a Patriar family and formerly a magistrate of Baldur's Gate, Ignazio is open about his past and even jokes about the inappropriate deals he's made in the past, willingly moving out of his family's reach to avoid further tarnishing their reputation. The merchant now organizes caravan to places others aren't as willing to go to trade—and profits in doing so—avoiding all sorts of bad deals so he doesn't have to move his business and life once again. Ignazio owns a total of six wagons at the front of the caravan and is accompanied by several **commoner** employees and four **guards** around himself in the front, and two **guards** in the rear of the caravan, all of them hired back in Luskan, having already worked with him before several times.  
"Good day to you, partner! I'm Ignazio, happy to help with supplying the equipment you'll need on whatever quest you might undertake."  
I cross the whole Ten Trail every year and every winter, and in not one of them it looked better than the last. Well, but the coins keep coming, no matter how hard it may be."



- **Mithann** (or Mishann), the lawful good Cormyrian human **priest**. After years of adventuring along two companies, Mithann has retired to Icewind Dale for more than decade now, and seeks to spread the word of her deity, Amaunator, to the peoples of this harsh land.

The priestess is caring, cheerful, and hopeful of a brighter future, keeping a upbeat demeanor and always sees the best in people—which often end up with others taking advantage of her, which doesn't stop her vigilance against evil.

She now has three levels of Exhaustion due to not having slept in the last few days after witnessing figures approaching and analyzing the contents of her wagon in the dark of night, and is desperate to reach Bryn Shander as soon as possible, even having asked others to skip some of the way stations along the path.

“All glory of our Eternal Sun upon you, especially in these dark times we face ahead of us, friends.”

## The Cultists

- **Alfred Emial**, the lawful evil Illuskan human **cultist**.

A cold and ruthless enforcer from the Cult of Auril, having already offered a few souls to his goddess in this winter. He now poses as a member of the Lord's Alliance through the badge he stole from one of the corpses and pretends not to know the other two cult members in the caravan, Gerard and Ionna.

Alfred is looking to get in the way of those who would meddle in the plans of the cult in Icewind Dale, paying attention to any who might interfere. If approached by other members of the Lord's Alliance, Alfred acts as a superior Warduke (which a high Wisdom (Insight) roll might identify as false, if higher than his Charisma (Deception) score, and gives them errands deep in the snowy hills (see below) only to drive them away from the caravan in hopes that they do not interfere.

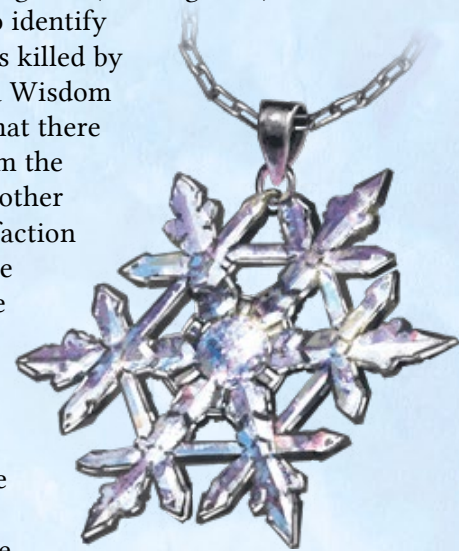
“Greetings, citizens. I am Warduke Alfred Emial, on a journey to Bryn Shander in order to parley with the town's speaker. I hope to settle mutually beneficial agreements between Ten-Towns and the Lord's Alliance. What do you seek in the north in such a harsh season?”

*(if shown a badge of the Lord's Alliance)* “Greetings, Cloak. I am Warduke Alfred Emial from Sundabar. It is fortuitous that you and your colleagues have shown up, for I have need of agents seeking to prove themselves. We've recently lost track of one of our operatives here in the north, and I'm sure both of us suspect what may have transpired. The agent was a recently promoted Redknife, lost on

the hills north of here as they were on their way to Revel's End to help resolve the problems among the Champions of Ten-Towns. I need you to search the hills and find them—or their corpse.”

Alfred is only trying to get the agents out of his way and a successful DC 12 Wisdom (Insight) check is enough to ascertain that the mission is hollow, this check is rolled at advantage by members of the Lord's Alliance that know that a Warduke wouldn't probably come alone into the Frozenfar.

If the characters end up following this cold lead, use the **Icebound Trackers** scene as they attempt to search for tracks in the snowy hills to the north, but instead of finding the entrance to **Owl Creek Mine**, they only find a dead **berserker** from the Tribe of the Tiger (identifiable by his trinkets made from feline teeth). The characters might use either Intelligence (Investigation) or Wisdom (Medicine) to identify that the barbarian was killed by a large owlbear, and a Wisdom (Perception) checks that there are some feathers from the beast around, and no other tracks of a supposed faction agent. If they get three successes before three failures in this scene, the group is able to find the corpse and return while still having time to investigate and interrogate around the caravan, while if they fail three times before that, they end up fighting wolves in the wilderness and take too long, arriving back at the caravan only at night.



- **Gerard Emeric**, the chaotic neutral Cormyrian human **spy**. An easygoing and carefree rogue with a bad reputation in Cormyr—among many husbands, that is. Gerard is always on the run from brushes with authorities he blames on ‘bad luck’ and ended up getting romantically involved with Ionna, then unwillingly drawn into the Cult of Auril. He likes to take advantage of others and is both addicted to and contrabands opium—which helps others view him under a bad light—but is not inherently evil at all. He is reluctantly going along with cult activities without getting much involved, but on the verge of quitting, Ionna being the only thing that holds him in.



“The things you do for a lass, huh? Could be taking a vacation on the warm beaches of Tethyr down south, but no, ended up stuck in this nice piece of weather, eh? Hah!”

- **Ionna Airen**, the chaotic evil Ffolk human **cultist**. A young and charming commoner from the Moonshaes who fled Sunderstaad under accusations of witchery and ended up in the Frozenfar, joining the Cult of Auril soon after. If she ever becomes the center of attention and suspicions, she tries to drive them away saying she is merely concerned about her boyfriend Gerard, his addiction and illegal activities. She is good at hiding her real self and recruiting others into the cult (add Proficiency bonuses to both Deception and Persuasion) and under her facade of innocence hides a cruel killer who enjoys doing just that. Ionna was born in Midwinter and was blessed by the Frostmaiden and likes to witness her goddess midnight spell at midnight while naked in the snow. “Hi... Just came to spend winter with me grandma in Dougan’s Hole, and if ye don’t mind I’m not in a mind o’ talking.”

## The Harpers

- **Mathis Tawnash**, the lawful good Cormyrian human **spy**. A trained spy from a long line of Harpers, doubling as a recurring intelligence agent under the Open Lord of Waterdeep, Mathis acts more sure of himself than he really is, posing elegantly under a short straight hair and smiling through a thick brown mustache. Mathis is serious about his training and responsibilities, often at odds with the carefree nature of his husband, Redd, refusing to admit that is just what attracted him. They both think they’ve lost their Harper pins after almost crashing their wagon at the back of the caravan a few days ago in the road, the truth is that Gerard and Ionna found and stole them. “It’s Tawnash, Mathis Tawnash... I thought I saw you glance in my direction. What needs done? Me and my husband here are bringing supplies for a few friends that live in Ten-Towns, but it seems we might be stuck around here for the season, they say all the other passes are blocked, and the one we crossed didn’t look like it could take much more snow.”
- **Redd Gaoch**, the chaotic good Ffolk human **spy**. Getting into his fair bit of trouble before being hired as an Harper agent and informant to the government of Waterdeep, this somewhat of a loose cannon was quickly paired with the

more experienced Harpshadow Mathis, both in order to learn from his skills and to break a bit of the sour mood of the veteran. The working partnership quickly turned romantic and now both rely on each other for official

and emotional matters. Since both Redd and his husband have lost their Harper brooches, they have no way to prove they’re agents other than attempting to convince the characters, and since Harpers are usually discreet about their operations, this is not something they would resort to as one of their first options.

“Ahoy, friends! What’s the word, what’s your story? Redd Gaoch, from the ‘Shaes, pleased to meet ye. All the eager to stretch me legs over a hearth and share some stories up in the Northlook.”



Throughout their investigation, the characters will have a lot of use for Charisma (Deception, Intimidation, and Persuasion) and Wisdom (Insight) rolls, and possibly others skills and even spells. To ease the amount of dice-rolling on the Dungeon Master’s part, we recommend that you use passive scores for the NPCs’ skills (10 + their Charisma or Wisdom score + their Proficiency score, if they’re proficient in the related skill). Having the player roll’s result be secret is also an option you might attempt to explore to cut around the edges of eventual meta knowledge of the game making its way into the narrative.

The characters’ suspicions might quickly fall upon **Amalaran, Arsenio, Brita, Cornelius, and Edgar**, for things they hide and which might or not have their share of other unrelated crimes, but are not tied to the cultists in the end. These NPCs might wrongly become the focus of the group’s investigation, which plays heavily upon the **Trial at the Waystone** scene. Feel free to let them run along with their investigation, if these NPCs happen to be wrongly banished, there is an option in the **Icebound Trackers** scene that lets the characters right their wrongs and rescue them.

Their investigation will eventually last for the whole almost sunless day as the caravan eventually reaches a way station where they will stop to avoid the stinging cold winds at night and let the beasts warm themselves and rest. Mithann will approach them again later in the night to discuss the character’s findings. The priestess will also reveal that she shared her concerns with Caravan Master Ignazio and he agreed to call upon an improvised



trial when they reach the waystone the next day, where they will decide what to do. The characters might use the night to discuss among themselves whatever they might do during this trial the next day. One spell that might be particularly useful in the coming trial scene is *zone of truth*, and Mithann is capable of asking it of her deity, though she hasn't had the mind to prepare it yet and would need to have the idea prompted by one of the players characters, also she would need to be helped with watchful eyes over night in order to finally manage a good night of sleep and her first long rest in a while.

## Part 2: Trial at the Waystone

**Themes:** *hopelessness, injustice, pity.*

**Location:** *Ruins of Ostoria.*

**Story Objective B:** *Banish the cultists.*

**Estimated Duration:** *15 minutes.*

Mithann and Ignazio have concerns about eventual criminals and cultists among them, and are reluctant to bring upon the people of Ten-Towns these sorts of characters for various reasons. The merchant doesn't want to harm his potential deals and possibly also his already not shining reputation because he brought criminals along with his wares into Icewind Dale, no matter how common it is for criminals to seek refuge in the Frozenfar on their own. The priestess, on the other hand, is truly concerned with cult activities and their potential harm to the people, having already witnessed the impact of the devotees of Auril upon the region. They've decided they need to do something about this, convinced others that are travelling along that it is needed, and the right thing to do, even if it means banishing people into the snow and maybe letting them die of exposure.

As you tread along Ten Trail early in the dark day, you see an enormous dark stone pillar juts out atop a snow-covered hill ahead, still on the horizon, the wind blows coldly as you watch it in the distance.

This structure marks the divide between the old northern trail that leads to the Sea of Moving Ice and fell to disuse, and the rest of Ten Trail that ends on Bryn Shander. A DC 15 Intelligence (History) check—rolled at advantage by goliaths—reveals that this structure dates back to the giant empire of Ostoria, and it is said that on a full moon, the apparitions of long-dead frost giants appear

around these, observing their changed surroundings as they reminisce about their glorious past. The structure was chosen more for dramatic purposes and to let people build up their wills towards the event. Ignazio steps aside the travellers and announces the caravan's decision:

“Dear travelers! We have important matters to discuss! I've shared my concerns and those of our blessed Mithann with some of you, and most have agreed that something needs to be done. We will not bring along with us, honest workers, the foul miscreants that seek shelter among us into Ten-Towns, lest it tarnish our reputations as fair folk and bring their misdeeds upon this land. We approach the waystone where giants of the past gathered to decide upon their paths, let their wisdom and our collective judgement merge in order for us to drive out criminals and even possible cultists from our midst.”

The members of the caravan trade concerned looks among themselves as they tie their pack beasts to nearby rocks in order to climb the low hill.

Ignazio calls upon the authority of his former magistrate to represent law and cast a vote of banishment among the suspects, Mithann will represent divine will and choose another, while Alfred will represent the noble interests of the Lord's Alliance upon the trial—if he hasn't been exposed otherwise. Up to one among the player characters may also choose one person to banish, if they can prove they're part of some respected organization with influence in the Sword Coast—like the other factions, the Emerald Enclave, the Gauntlet, the Harpers, the Zhentarim, or even others such as the Arcane Brotherhood, the Flaming Fist, the Watchful Order of Magists and Protectors, or even Acquisitions Incorporated and such, those with the **Safe Haven** background feature.



## The Accused

Every one of these representatives will choose one they think should be banished from the caravan, and their will will be made to happen. Votes might coincide with no further effect. Ignazio and Mithann both discreetly take counsel with the characters before speaking their decisions, their initial thoughts will be different depending on their interactions along the investigation, but their judgement might be as follows if not somehow influenced:

- **Alfred**, after hearing from Gerard and Ionna that Mathis and Redd are Harpers, accuses Redd of being an outlaw from the Moonshaes. He claims he received the information in a bird message from his faction, which can be detected as false with a DC 12 Wisdom (Insight) check (there aren't any trained birds around and the Moonshaes aren't Lord's Alliance territory.)
- **Ignazio** has his guards quietly rummage through Edgar's pack during the night and find his Wanted Poster, which is enough for the Caravan Master to accuse him.
- **Mithann** will trust her instinct and accuse the young Ionna after briefly seeing her naked in snow and assuming she has the blessing of Auril.

These decisions can be changed and directed to others with successful Charisma (Deception, Intimidation or Persuasion) rolls. **Alfred** is set on his decision, though his interactions with the player characters might draw his ire and banishment upon one of the group.

Though the vote casters are initially considered immune, Alfred may be accused, though this must be brought with enough evidence and go through Charisma (Deception, Intimidation or Persuasion) checks rolled at disadvantage to convince the other two voters, since they trust the authority of the Lord's Alliance. This accusation will draw the ire of Alfred towards the characters, and if they fail their checks to convince the others, he will cast his vote upon one of them, changing it from a previous choice, if needed.

## Judgement of Ostoria

A character might also be creative and appeal to the wisdom of the old giant jarls, whose spirits are embedded in stones like the one near them and able to witness their actions.

A DC 15 Charisma (Persuasion) or Intelligence (Religion) rolled at disadvantage by anyone but goliaths is enough to appeal with the spirit, and one

of them translucidity manifests upon the waystone, his grim face turns towards one among those reunited there, eyes shining eerie blue, and points a skeletal claw towards them, exclaiming in a booming echoing voice before fading: "Uvenntrut!" (anyone who understands Giant knows that it means 'enemy of the truth', though a DC 10 Intelligence (History) rolled at advantage by goliaths and half-giants also reveals that information.)

The giant is concerned only in outing those who hide information and mask their true nature, which might be a cultist or not, Mithann is inclined to respect the will of the giant ghost as one additional banishment, Alfred will only support it if it is not pointed at one of his cultist associates, while Ignazio remains neutral on the matter. The accused ends up being banished if none among the player characters refuse the council of the jarl.

## Liars Table (d6)

1. Amalaran
2. Alfred Emial
3. Arsenio Lupe
4. Cornelius Ottmar
5. Gerard Emeric
6. Ionna Airen

After the initial discussion, the representatives gather and expose their decisions, to which Ignazio afterwards solemnly declares:

"So it is decided! Let those whose past foul actions have drawn these consequences suffer for their deeds, let them cease plaguing us with their presence. Do not follow us into Ten-Towns, for the spears of my guards are sharp and we suffer no pity upon you. Go into the snow and disappear! This is our decision!"

Ignazio is clearly not happy about this, but satisfied that it is finished, proceeding to hand those chosen a few bundles of trail rations and set them off into the snow.

If any of the partners in couples—Gerard and Ionna, Mathis and Redd—are chosen, their partners also leave with them. Be sure to portray reactions of anger and resentment towards the caravan as they are left behind walking into the snow. If any of the characters happen to be banished, they can show up again as an extra step of the **Icebound Trackers** scene, or if the whole group follows them into banishment, skip to that step as they



try to find shelter somewhere in the hills.

If the banished are followed, the characters can see those who were banished follow the road back towards the last waystation, in which they plan to rest and decide the next day whether to return all the way to the south or attempt to go to Bryn Shander despite the rumours against them. Cultists that were banished will make their way back for a bit of time while the caravan distances, then circle through the snowy hills and reach the pass up ahead through which the caravan must pass, and where the other cultists plan to ambush the merchants.

## Part 3: Cultist Ambush

**Themes:** *hopelessness, injustice, pity.*

**Location:** *Narrow mountain pass.*

**Story Objective C:** *Survive the ambush.*

**Estimated Duration:** *30 minutes.*

Humors turn even dourer as the caravan treks forward after banishing the suspects, and cold fog surrounds the travellers through the following hours of their journey.

Mithann might approach them to share her relief, though she seems far from completely at ease, and Ignazio merely congratulates the group on their participation. The caravan now approaches a narrow pass between two hills, one of the last stretches on Ten Trail:

Ahead of you is a narrow gap between two snowy hills, the wind howls stronger than the days before through this pass on the higher terrain to both sides, stinging your eyes with snow and hindering vision.

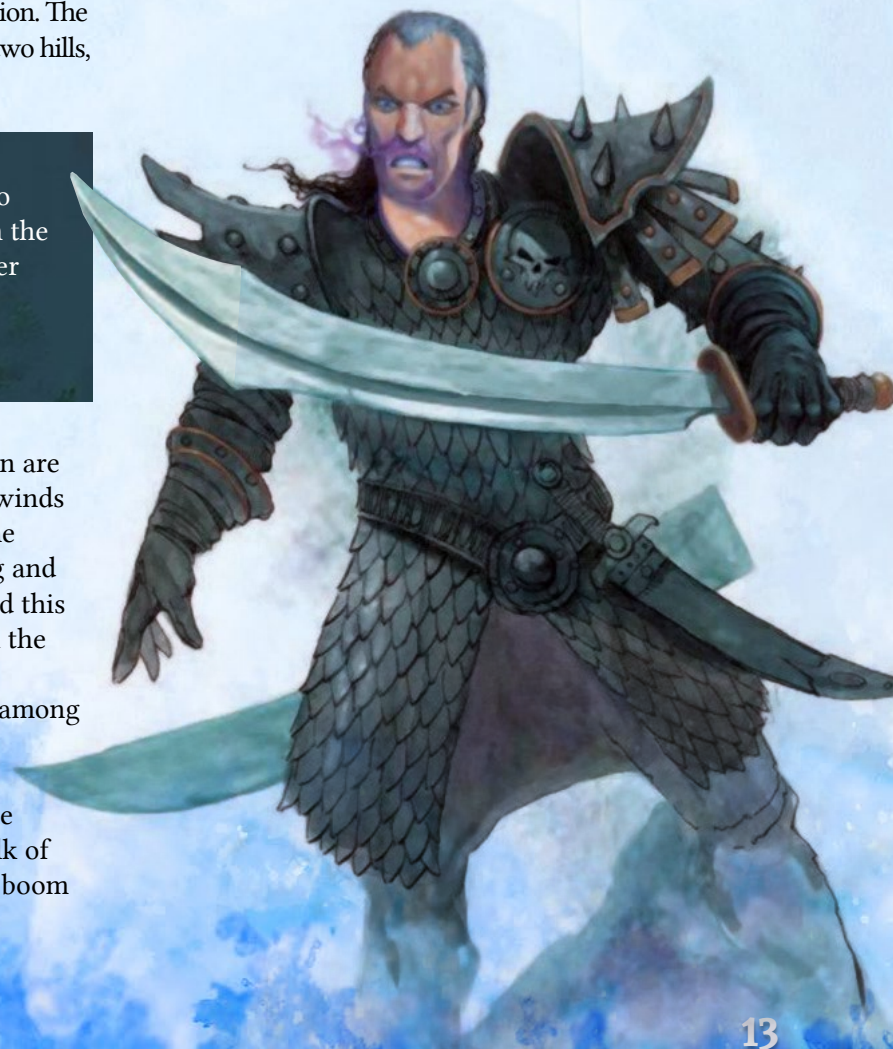
Any Wisdom (Perception) checks in the region are made at disadvantage due to the fog and the winds dragging snow from the hills around. Atop the hill to the north, a group of cultists are hiding and actually preparing to ambush the caravan, and this group includes any of the cultists banished in the trial before.

As the caravan crosses the pass, a spellcaster among the group of cultists provokes an avalanche with a *thunderwave* spell, directing it from the height of the hill down towards the middle of the caravan, giving little chance for the bulk of the wagons and beasts to escape. As the loud boom

of the spell is heard above, people in the caravan turn their sights towards the sound only to see the scattering and mass of snow tumbling down the hill rapidly towards them.

This smaller 'artificial' avalanche follows these rules:

- Have those involved all roll Initiative, the Avalanche acts both on initiative count 10 and 0 every turn.
- When the Avalanche first acts, it reaches the caravan and all those unable to move at least 70 ft in one round. out of the way before this are hit by it. Any creature in its space moves along with it and falls prone, and the creature must make a DC 15 Strength saving throw, taking 1d6 bludgeoning damage on a failed save, or half as much damage on a successful one.
- A creature buried in this way is blinded and restrained and has total cover. The creature gains one level of exhaustion for every 5 minutes it spends buried in the snow. It can try to dig itself free as an action, breaking the surface and ending the blinded and restrained conditions on itself with a successful DC 15 Strength (Athletics) check. A creature that fails this check three times can't attempt to dig itself out again.
- When the Avalanche repeats its effect once, then the bulk of its ice, snow and rocks settles over itself the narrow pass and the caravan.
- Characters might come up with creative means of avoiding the Avalanche, such as climbing atop a wagon or using a spell such as *levitate*. These actions might range from granting them advantage on the saves all the way to avoiding the effects of the Avalanche altogether, as per the Dungeon Master's call.





After the chaos settles for a brief moment, characters are able to see travellers knocked prone, overturned and damaged wagons, and panicked pack beasts. The priestess Mithann is spotted helping some of the commoners and casting her last healing spells upon them and the beasts.

This is when the cultists take the opportunity to slide down the hill and attack. Any cultists still among the caravan now take the opportunity to backstab anyone who might interfere with their assault, possibly gaining advantage on their first attack because of that. The cultists from the hill start the combat 60 ft. away and slide down the hill on wooden sleds, and at least two among the attacking group will focus on reaching Mithann's wagon, dragging the bundles of component materials with them and running away instead of staying and attacking. After these cultists are able to drag the packets away, most of the group breaks the fight and flee, a few among them staying behind to halt any pursuers if necessary, resorting to grappling adventurers who might want to give chase. Take the opportunity to possibly portray Alfred taunting the characters as they flee, and Gerard and Ionna focusing on taking the materials.

- 1 **cult fanatic**
- 4 **cultists** (including Alfred, Gerard, and Ionna, add cultists if they're not around)

This **cult fanatic's** prepared spells are as below:

Cantrips (at will): *gust, frostbite, thaumaturgy*

1st level (3 slots\*): *command, inflict wounds, thunderwave\**

2nd level (3 slots): *gust of wind, hold person*

\* one spent causing the avalanche

There are more cultists present in the scene than the listed number, but set those in a scene where they are entering into skirmishes against Ignazio's guards and reserve the ones described in this encounter for the player characters.

The **cult fanatic** and at least a **cultist** are high on the hill and started the avalanche, roughly 60 ft. away from the characters, and if any among Alfred, Gerard, and Ionna have been banished in the trial, they are also there, if they were not banished, they are among the characters and take advantage of their confusion to attack from where they least expect.

Dedicate one or two cultists to secure the material components from Mithann's wagons and flee as soon as possible, taking advantage of the chaos caused by the avalanche while the others deal with the group—this can also happen before initiative is even rolled, if possible.

If the group manages to defeat the cultists that come at them too quickly, the material components are treated as taken by the other cultists who were battling against Ignazio's guards. Have Alfred, Gerard, and Ionna focus on getting out of this alive so they can maybe show up later in **Owl Creek Mine**.

#### Adjusting this Scene

Here are some suggestions for adjusting this scene:

**Very Weak:** Remove 2 **cultists**.

**Weak:** Remove 1 **cultist**.

**Strong:** Add 1 **cultist**.

**Very Strong:** Add 2 **cultists**.

If the characters were too beaten up by the Avalanche right before, Mithann might be around to help them out with a few of her healing spells.

After the encounter, the group is able to see that **Alfred, Gerard, Ionna, Mathis, and Redd**, are all missing from the caravan, and **Mithann** urges them to follow the cultists that took her components.

## Part 4: Icebound Trackers

**Themes:** *chase, urgency, wilderness.*

**Location:** *Icewind Dale wilderness.*

**Story Objective D:** *Find the cultist hideout.*

**Estimated Duration:** *15 minutes.*

Right after the attack is resolved and the cultists flee, as the guards and Mithann finally rise to take account of the situation, the priestess exclaims desperately that the materials have been stolen. She pleads with the group for them to make haste and track down the cultists in order to recover the material she needs to help the people of Ten-Towns outlast this winter.

The cultists' tracks are fairly easy to follow in the fresh snow, but visibility due to the fog and wind are not going to help with that task. However, as they rise up to the rocky terrain of the hill they've fled to, their tracks start to disappear across patches of grey boulders and gravel. To successfully follow the cultist's tracks, the group must accumulate three successes among the checks below, which lands them at the entrance to **Owl Creek Mine**, which happens over the course of roughly one hour.

The group gains advantage on their next one if some sort of creative action is applied beforehand (such as a familiar flying ahead in an attempt to catch a glimpse of the direction the cultists are fleeing towards.)

- A DC 10 Wisdom (Survival) check to follow the cultist's tracks through the snowy pass.
- A DC 12 Wisdom (Survival) check to follow the cultist's tracks through the slope and up the hill.
- A DC 15 Wisdom (Survival) check to follow the cultist's tracks through the high rocky terrain.

If the group accumulates three failures before successfully reaching the entrance to Owl Creek Mine, they wander off in a different direction for enough time to end up being ambushed by wild beasts. They hear a chilling howl right before they make out the shape or a large wolf coming from behind a boulder ahead:

- 1 **wolf** (the pack's alpha, with 18 hit points)
- 6 **wolves**

The beasts are starving and eager to sink their teeth into fresh meat, and will not flee unless forced to with some frightening effect. However, they might be distracted with food, call for a DC 15 Wisdom (Animal Handling) check in order to calm them down enough for them to accept the food without attacking.





#### Adjusting this Scene

Here are some suggestions for adjusting this scene:

**Very Weak:** Remove 2 wolves.

**Weak:** Remove 1 wolf.

**Strong:** Add 1 wolf.

**Very Strong:** Add 2 wolves.

If you want to add back any NPC or PC banished during the **Trial at the Waystation** scene, they can be found fleeing from the hungry wolves, or wandering about as they seek shelter. Player Characters not properly clothed against the cold climate might need Constitution saving throws after this.

If you the party is particularly strong or proficient in treading through snowy terrain, you can add a Blizzard (*Icewind Dale: Rime of the Frostmaiden*, p.10) over this part to spice things up.

After the possible encounter with wild beasts, the group may resume attempting to track down the cultists, ending up at the ice bridge which leads to the entrance of **Owl Creek Mine**.

**Ice Bridge.** The bridge at the entrance of Owl Creek Mine is made of pure ice and spans 10 ft. wide and 20 ft. long across the narrowest part of the 20 ft. deep ravine where freezing Owl Creek runs.

Those attempting to cross the slippery ice without crampons applied to their soles will need to succeed on a DC 12 Dexterity (Acrobatics) check to avoid

slipping 5 ft. towards a random direction due to the ice and strong winds, slipping 10 ft. and being knocked prone if they fail by 5 or more.

Creatures who end up slipping out of the bridge fall into the creek below, taking 7 (2d6) falling damage and landing prone inside the shallow creek, which leaves them soaked in freezing water and unable to benefit from thick winter clothes until they manage to dry off, exposed to the Extreme Cold (*Dungeon Master's Guide* p. 110) until then. Creatures nearby might attempt a DC 12 Strength (Athletics) check to catch someone about to fall, but failing that check by 5 or more also drags them down the ravine.

In order to decide a random direction they might slide, you can use a d8 and proceed as follows: **1.**North; **2.**North East; **3.**East; **4.**South East; **5.**South; **6.**South West; **7.**West; **8.**North West.

## Part 5: Owl Creek Mine

**Themes:** danger, doom, dungeon.

**Location:** Owl Creek Mine.

**Story Objective E:** Deal with the cultists in the mine.

**Estimated Duration:** 90 minutes.

Owl Creek Mine is a small set of tunnels that dwarves from the Dwarven Valley mine iron from sometimes



in the winter, while gnomes from Hundelstone use it in the warmer months due to the usually open passes.

Its main entrance is a gap in the hill's side expanded by miners long ago, and another path that leads to the larger chamber inside is reached by following Owl Creek east under the ice bridge, and soon after that following its sharp bend north. Another tunnel reaches the large chamber, but it extends all the way from the northern side of the hill, which the dwarven expeditions usually use to enter.

About ten frozen bodies of various races tightly tied to wooden poles sparsely scattered over the hill close to the entrance of a dark tunnel, sacrifices made to Auril in her fashion—left to die of exposure overnight. As the wind blows the fog, the group is able to see as three black mountain goats stare eerily at them from a distance up on the hill.

As the group approaches the ravine at the entrance of Owl Creek Mine, three black mountain **mountain goats** observe them through the fog. One of the goats bleats at them in Common “Go baaack! Go baaack!” as a cold wind comes from the distant glaciers to the north-east, and if the adventurers proceed to take the following steps ahead, the goat bleats once again “Baaad idea!” before skipping up the hill along with the other goats and being all of them almost immediately concealed by the fog.

If the bodies are investigated, they notice their valuables were taken, and there is a large hole on their chests (a DC 12 Wisdom (Medicine) check reveals that their hearts were taken after their deaths due to exposure.)

## Owl Creek Mine

As the first entrance tunnel digs deep into the hillside, many hurried tracks can be seen as the cultists ran their way inside the mine. A DC 10 Wisdom (Perception or Survival) check allows the group to see that bits of scattered oil and powders from the material components are laying over some spots in this tunnel, probably carried deep inside the mine, along with blood drops from hurrying humanoids.

### General Features

**Light.** Due to the lack of direct sunlight in the winter, the outside of the mine will be under dim light at best, probably around noon, and in complete

darkness otherwise. The mine is in complete darkness, aside from the rooms, all of which have at least one torch burning on a wall sconce.

## 1. Guardroom and Prison.

This small tunnel dug into the rock leads to an ill-fitting wooden door, which easily allows one to observe what might be inside them through the gaps of the boards.

A successful DC 11 Wisdom (Perception) check allows the group to observe five **cultists** sitting inside, along with a **goblin** and a pair of trained **wolves**, with bedrolls laying on the ground around them, and a wooden makeshift cell with a tabaxi prisoner inside.

The goblin is a deserter from the Tribe of the Wolf and the wolves are his pets, the others are humanoid cultists formerly citizens of Ten Towns of various races, and all of them attack intruders on sight, hoping to catch their next worthy sacrifice to Auril and rise in the ranks.

Aside from the cultists, a wounded tabaxi **acolyte** is chained to the south-west wall, behind makeshift wooden bars. The acolyte's name is Bandages, he has the likeness of a gray lynx and he is devoted to Naralis Analor, elven god of healing and suffering, having willingly come tendays ago to the north in order to ease the suffering of the people of Ten-Towns during this harsh winter, captured by the Cult of Auril before even reaching Bryn Shander. If rescued, Bandages can use his healer's kit—which was taken by one of the cultists here—to treat the wounds of the group as per the Healer feat (healing 1d6 + 4 + the creature's maximum hit die once), but with only 1 hp left and none of his equipment or spells, he is reluctant to accompany the group, preferring to stay behind or head back to the caravan, if it is mentioned.

- 6 **cultists**
- 1 **goblin**
- 2 **wolves**

The **wolf** inside might detect the characters more easily with its Keen Hearing and Smell feature, bringing its Passive Perception effectively up to 18 if the group lingers more than 1 minute around the entrance.

### Adjusting this Scene

Here are some suggestions for adjusting this scene:

**Very Weak:** Remove 2 **cultists** and 1 **wolf**.

**Weak:** Remove 1 **wolf**.



**Strong:** Add 1 **cultist**.

**Very Strong:** Add 1 **cultist** and 1 **wolf**.

If you want to add back any NPC or PC banished during the **Trial at the Waystation** scene, they can be added as a prisoner or switched for the **acolyte** present here.

If combat turns sour in this scene, you can have the **acolyte** manage to free himself from his cell and help the group.

## 2. Creek Chamber.

This large chamber is covered in snow and ice that falls through a narrow opening in its tall ceiling, and Owl Creek crosses it through ravines in three directions—north, which is completely frozen, north-east, and south-west. Two wooden and rope bridges cross the ravine and look far from sturdy.

The ceiling is 20 ft. here and bears many icicles, the creek ravines are all 10 ft. deep and 20 ft. wide at their narrowest points. The ice here grants disadvantage on any check rolled against being knocked prone.

Two wooden bridges cross Owl Creek, both of which don't look particularly sturdy or prone to resisting weight, and will collapse under 300 lb. at once, so the group might want to proceed one by one, and particularly large characters wearing heavy armor and equipment might cause the planks to break even by themselves. If a bridge's planks break, a character is dropped 10 ft. down the ravine (taking 1d6 falling damage and possibly ending up wet in the freezing water of the creek), though a DC 12 Dexterity saving throw might be allowed in order to grab the bridge's rope in time, which will not hold for long, but might be long enough (another round) for them to swing themselves to the other side (standing leap) or for their group to help somehow.

The frozen tunnel to the north seems to lead straight outside, while the north-eastern tunnel takes deeper into the mine and under the Ice Bridge (Area 5), and the ravine to the south-east rises up in the hill towards Owl Creek's source.

Arrow shafts are placed on a stone wall high on this chamber's north-east corner, and a **scout** should be observing the chamber from there (Area 8), but they got too distracted with the argument going on in the Altar to Auril (Area 7) and got their ear pressed against the door to listen to it, only loud noises in this chamber might bring their attention, which gets them shooting arrows through the shafts

at the group and alerts the whole dungeon ahead (Areas 5, 6, 7, and 8.)

If the group lingers a while here (such as taking a Short Rest), a group of eight mountain dwarf **commoners** miners eventually arrives through the north tunnel. They are surprised to see anyone else in the mine, which they hoped to take some iron from in the winter, and their sled carried by a few **mountain goats** and one mountain dwarf **scout** is stationed outside the north tunnel. Monsarín Silverstream, nephew of Stokely Silverstream from the Dwarven Valley, is the miner leader of the expedition. If approached in a friendly manner and told about the Cult, he takes a moment to don their **guard** equipment and joins the group in cleansing the mine of cultists (make it two dwarf **guards** if the group is particularly wounded or having trouble going through the encounters.)

If the group notices the trails of blood, oil and powders at the entrance, they also note that the trail of material components leads through the southern bridge and into the eastern tunnel, while the blood drops are directed north towards the smaller chamber at the west side of the northern tunnel.

**Optional Intrigue:** If you want to further enhance the intrigue caused by the investigation and trial before, or double down upon the social pillar of play, you can place Gerard and Ionna—if they've survived so far—in this chamber, displaying the Harper pins they've stolen and claiming they are investigating the cult from the inside. Use multiple Wisdom (Insight) and Charisma (Deception) checks to resolve this situation.

This might spring up a combat between them and the actual Harpers, in which the players might have to choose sides, or might have the characters at a particular disadvantage when Gerard and Ionna turn against them on their very next encounter.

However, be sure to save at least one among Alfred, Gerard, and Ionna behind for the last encounter in the Cult Masters Quarters to provide a more dramatic final scene in the altar.

## 3. Storage.

A small and claustrophobic natural tunnel twists around the rock and leads outward from the rest of the mine, its contents mostly covered from the outside by the way the rocks are placed.

This room's entrance corridor twists around the rock, which makes observation from outside difficult, but as the group approaches they are able to see **Mathis** and **Redd** inside.

The harpers are wounded (Mathis has 8 hp left



while Redd has only 1) and are quietly discussing what to do. If approached, they plead the group not to attack them, trying to convince them that they really are Harpers, and not cultists, if they've not managed to yet. If the group attacks them, they rise up the best they can and fight back to their death, as one will refuse to abandon the other and they seemingly have no way to escape. If befriended, they ask the group to defeat the cult, as they've taken many lives from the people of Ten Towns, and they warn the group about the **apprentice wizard** hiding behind the crates on the Ice Bridge (Area 5). The Harpers might also lend their equipment (two shortswords, two hand crossbows and 40 bolts) if the group is in need. If healed, the Harpers might be more prone to collaborating with the group.

In this room the cult stored their food, clothes, and other supplies. The food crates are left open and the food is naturally thoroughly frozen. The clothes are mostly thick ice-white fur with blue cloth trimmings, seemingly traditionally related to Auril, though any attempt at impersonating a cultist is rolled at disadvantage inside the mine, as their cult cell is rather small for a newcomer not to be known by everybody else. If that is the case, ask for a group Charisma (Deception) check at disadvantage, which may be offset by certain spells.

#### 4. Altar to Auril.

You feel a chill into your bones as you enter this large open room. The chamber has parchments nailed to the frozen walls, all around a crude ice carving of a horned owl visage on the ice sheet that covers the southern wall, over which burns an eerie blue-lighted candle.

The parchments bear sacred texts of Auril, depicting allegories around her dogma, like how everyone should feel the shiver of cold at least once a day, how her acolytes should pray to her until a fist-sized block of ice melts against their skin, and how those who follow her should sacrifice one living creature every winter by leaving them to die of exposure in the cold. A DC 12 Intelligence (Investigation) check also reveals hidden information in small notes scattered among the parchments that can be assembled as a single message, revealing their method of ripping out the hearts of their sacrifices

and ritually empowering them in order to become magical relics that imbue their owners with temporary powers if crushed, these messages also reveal the location of Auril's largest temple, north-east of Citadel Adbarr.

A DC 12 Intelligence (Religion) check reveals the ice carving on the southern wall to be one of the incarnations of the Frostmaiden herself, the goddess of winter, Auril. Though not of particularly good quality, the carving was imbued with Auril's touch after months of prayer and sacrifice, and exhales an aura of desecration under a *detect good and evil* spell or a Paladin's Divine Sense. If touched, the carving immediately releases a chilling surge that casts the *bane* spell (Charisma save DC 16) over whoever touched it, lasting for 1 hour instead of 1 minute. After casting the spell over one person, the altar can only do so against the same person after the Frostmaiden takes to the skies to cast her spell to keep the Sun away at midnight.

This area is also under the effects of a *hallow* spell, desecrating it in the name of Auril and making creatures inside it vulnerable to cold damage if they are not immune to it.

The candle over the ice carving is a **candle of the deep** further described in **Handout 2** that the player characters may take as a reward. Claiming the candle without touching the hallowed carving might require Athletics or Sleigh of Hand checks if the Dungeon Master desires.

#### 5. Ice Bridge.

Another icy bridge spans this small section of Owl Creek below, and crates of equipment are stacked to its other side before another tunnel opening.

A bridge made of pure ice, like the one at the entrance, spans across the 10 ft. deep and 20 ft. wide ravine where Owl Creek runs. An **apprentice wizard** hides behind a wooden barricade at the left-hand side of the bridge's end, from the entrance.

If alerted, the wizard will use a *shatter* scroll to destroy the bridge, readying their action to cast the spell just as any of the characters attempt to cross the bridge, and a DC 13 Intelligence (Arcana) check might identify the spell they are about to cast.

A 20 ft. cube area just as the southern tunnel widens to the bridge is also under the effects of the



wizard's *alarm* spell, which silently warns them if any creature other than the cultists they know enters the area, giving them time to peek over the barricade and prepare the spell scroll. Someone under the effect of *detect magic* might spot the area beforehand.

Behind the barricade, there are various sets of crampons the cultists use to cross the bridge and whenever they have to climb up the hill for scouting.

- **1 apprentice wizard**

The apprentice wizard has a scroll of *shatter* they use right at the start of the encounter, targeting the center of the ice bridge, which destroys the bridge and alerts the whole dungeon.

Every creature on the bridge upon its destruction is subjected to the spell and afterwards falls over Owl Creek, taking another 1d6 falling damage. Also, the wizard has the *ray of frost* cantrip instead of *fire bolt*, and prepared the *grease*, *ice knife*, and *alarm* spells instead of *burning hands*, *disguise self*, and *shield*.

#### Adjusting this Scene

Here are some suggestions for adjusting this scene:

**Weak or Very Weak:** Instead of using their scroll of *shatter*, the apprentice wizard casts *grease* over the ice bridge as the characters attempt to cross it.

## 6. Cultist Quarters.

Simple smoothed walls were dug long ago by miners and now seem to serve as quarters. Bedrolls and small wooden chests lie scattered about as most cultists inside are sound asleep.

If the rest of the areas have been somehow warned of the group's presence, change the description above accordingly, with the cultists ready to engage them in combat.

These are the quarters the cultists use for rest and congregation whenever not on watch duty, performing their religious rites, or out of the mine looking for potential sacrifices for their goddess. Currently there are eight **cultists** here, and only 1d4 of them have awakened as the others that fled the caravan attack hurriedly passed through this chamber. Those who are asleep awaken only with loud enough noises, or if one of the awakened cultists use their action to shout or shake them awake, which also alerts the cultists in the room deeper inside (Area 7.)

Most of the cultist's personal belongings are stored in wooden chests here, each one having a key to their own, which usually has a set of common clothes, some gold coins, and personal trinkets (that can be rolled in the trinkets table in either the

Player's Handbook or Icewind Dale: Rime of the Frostmaiden), letters, notes, and such.

A **scroll of frost fingers** sits on a shelf along with various books on the northern wall (see **Handout 2** for rewards.)

- **10 cultists**

Only 1d4 of these **cultists** are initially awake. If wounded, one of the cultists might use their action to Disengage and reach for the potion of healing on the shelf, while the characters probably plenty of time to easily interrupt that, a DC 12 Dexterity (Acrobatics or Sleight of Hand) check would be needed to prevent the potion from smashing on the ground.

#### Adjusting this Scene

Here are some suggestions for adjusting this scene:

**Very Weak:** Remove 3 **cultists**.

**Weak:** Remove 1 **cultist**.

**Strong:** Remove 4 **cultists**, add 1 **cult fanatic**.

**Very Strong:** Remove 2 **cultists**, add 1 **cult fanatic**.

**Note:** This encounter is highly skippable depending on your time budget. You can have the cultists be all asleep and/or frightened of the player characters if you want to skip ahead to the cult masters. This is really only meant for groups that have breezed too fast or too easily through the combats so far.

## 7. Cult Masters Quarters.

This room has a long stone table ending against the wall, where a stone statue of Auril's horned owl appearance is placed, with a wide ceramic vase placed before it. Ragged cloth banners hang over the walls, painted with dark snowflake symbols.

This more adorned room serves as the private quarters for the masters of this cell of the cult - **Alfred**, **Gerard**, and **Ionna**. After the caravan attack, they hurriedly made their way inside to store the components in the Vault (Area 8), and before they could make preparations for a possible attack, a **berserker** from the Tribe of the Wolf held them here to discuss their group of Reghed deserters joining the Cult (others from their group are waiting far to the north, only a goblin having followed here (Area 1)).

Whoever is alive by this point among Alfred, Gerard, and Ionna, are all here, saving the celebration by destroying the material components intended for the ritual to Amaunator for later, they've just accepted the Tribe of the Wolf deserters into their cult out of need, and are about to prepare to fight against any possible retaliation—which



already arrived if the players are here.

The creatures here are all alerted if loud combat breaks out in the Cultist Quarters (Area 6), giving them time to prepare against the characters—one among the cultists grabs the frozen heart and prepares to smash it, while the berserker and the other cultists all prepare actions to attack whoever opens the door and the scout from the Vault (Area 8) joins them.

At the back of the room, over a stone pedestal, there is a small statue of the goddess Auril in its horned owl form, and in front of it there is a ceramic vase filled with nine frozen humanoid hearts, all embedded with the Frostmaiden's chilling and desecrating essence.

As combat begins, one among the **cultists** absorbs the power from one of the frozen hearts, gaining the statistics of a priest for 1 minute. If Alfred, Gerard, and Ionna have all died along the adventure so far, place one cult fanatic here and have him use the frozen heart to fight against the characters.

- 1 **berserker**
- Some **cultists** (possibly one or two, if Alfred, Gerard, and Ionna are alive)
- 1 **priest** (special, see below)

Alfred and Ionna are far more prone to take the lead and use the frozen heart, and this competition might even be exploited by cunning members of the adventuring group to turn them against one another. Whoever takes the lead uses their first action in combat to absorb the heart's powers and gain the statistics of a **priest** for 1 minute, taunting the characters as they now face off against the cruel might of the Frostmaiden herself.

After using the frozen heart, the priest has the following spells prepared, instead of those of a regular priest:

Cantrips (at will): *gust, frostbite, thaumaturgy*

1st level (4 slots): *command, inflict wounds, thunderwave*

2nd level (3 slots): *gust of wind, hold person*

3rd level (2 slots): *fear, sleet storm*

The **berserker** from the Tribe of the Wolf fights with enraged ferocity to prove their worth to the Frostmaiden, while Gerard might be more prone to surrendering, but will frenzy and fight to the death if he witnesses his beloved Ionna killed at the hands of the adventurers. Also, as the combat progresses, if loud sounds of battle ring out here for too long, the **scout** from Area 8 might open the door to investigate.

This combat might be particularly deadly and take some planning on the Dungeon Master's part, but if the characters properly explored the mine, they might have a few allies on their side, like the Harpers, the tabaxi acolyte, or the dwarf miners.

#### Adjusting this Scene

Here are some suggestions for adjusting this scene:

**Very Weak:** Replace the **berserker** with a **bandit**, have the **cultists** struggle against one another in the first round of combat before being able to use the frozen heart.

**Weak:** Replace the **berserker** with a **bandit**.

**Strong:** Add 1 **cultist**.

**Very Strong:** Add 2 **cultists** or the **scout** from Area 8.

**Deadly:** If the players agree to a particularly challenging run of this adventure, think about replacing either the **priest** with a **frost druid** or the **berserker** with a **chardalyn berserker**, or

even having one of the cultists taking the circlet of blasting (see below) with their first action, then using it against the group.

After the confrontation, the characters might investigate the contents of the room, which include personal belongings of those they faced against, letters and notes that might hint at their stories (see Caravan Members), religious texts of Auril, and other documents that might even incriminate some cultists hiding among the people of Ten-Towns (take this opportunity to place other adventure hooks among the writings, if you plan to continue with the group.)

There are a total of six frozen hearts left after one was used, though a DC 12 Intelligence (Religion) check reveals that the hearts will lose their properties if they spend more than a day away from an area blessed (desecrated) by the essence of Auril, though a devotee of Auril, Talos, or Umberlee could extend this duration by another 24 hours by casting *bless*, *bane* or similar spells on the hearts.

The characters may take the hearts for later use, they may spend an action to absorb the heart and gain the spellcasting ability of a **priest** (as described above) for 1 minute, though their alignment also changes to neutral evil for the duration. If the creature consuming the heart is not a follower of Auril, they roll a d20 upon use and on a roll of 1, a curse of the Frostmaiden falls upon them, turning them into a **yeti** instead. This transformation lasts until dispelled or removed by a spell or effect such as *remove curse*.

Under current Adventurers League rules, there is no way for the player characters to retain possession of these hearts after the end of this adventure, so they might want to destroy them instead.

Other than the hearts, there is one peculiarly crafted circlet adorning the head of the owl statue of Auril. It is a **circlet of blasting** described in **Handout 1**, that the player characters may keep as a reward for ridding Owl Creek Mine of the Cult.

## 8. Vault.

This small room is stocked with wooden crates over its walls and has two narrow arrow shafts that allow view of the large chamber where Owl Creek runs.

This chamber currently houses the material components stolen from Mithann, and also different ones more commonly used for rituals to Auril, along



with stolen belongings of humanoids sacrificed outside and a single bedroll for the **scout** that stands on guard here, supposedly observing the large chamber (Area 2.)

- 1 scout

The scout in this room is curious and listening in to the argument on the previous room (Area 7). He is prone to ignore the area he should be looking at (Area 2) and due to the argument already happening, hesitate for one round before concluding that there is an actual fight going on in the other room and stepping in.

## Conclusion

As the adventurers return the material components to the caravan, along with any prisoners or the Harpers they might have rescued, Mithann runs over and thanks them with tears in her eyes, hugging them out of happiness that the ritual may again be performed.

As they arrive in Bryn Shander about two days later, the priestess makes sure that their lodgings and feed are paid for a tenday, then invites them for the ceremony after they rest properly, which is to happen the next highsun, or noon—if one might call whatever is left of sunlight that. At the time they meet in the Shrine of the Morninglord, Mithann has already began performing the spell much earlier and as she finishes chanting along with a few other acolytes, a

warm shine bathes over the small shrine coming from the large disc-shaped sun sculpture behind her, and blocks off the brunt of the cold winter around.

Mithann is delighted that the spell worked and that the peoples of Ten Towns can come and bask the warm blessings of Amaunator, then rewards the characters with whatever value was agreed upon (give the players the hourly gold reward according to the current Adventurers League rules) and promises them to put in a good word with the town's speaker if they need it. The priestess also parts with a personal item in favor of those she now considers heroes, giving the group a brass ring that never tarnishes, bearing a signet with the symbol of the pointed sun of Amaunator. The ring can be kept as a trinket.

## Wrapping Up

This might have been your characters' first introduction to Icewind Dale, and now that they are settled and already have a contact among the people of Ten Towns, they might take the opportunity to rest however they can, and then proceed to seek other jobs in Bryn Shander.

Mithann already promised to take them to the town's Speaker and put in a good word for them, and rumours might be abound around all taverns about all the activities of the Cult of Auril, which are all the more inflamed by the news from the caravan attack.





## Rewards

At the adventure's end, Mithann provides the characters with payment in the form of gold, silver, and copper coins (she scrapped up her temple's savings with some added contribution from **Speaker Du vessa Shane**) to thank the characters for getting the caravan and the material components safely to Bryn Shander.

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

### Character Rewards

The characters earn the following rewards:

#### Advancement

A character participating in this adventure gains one level. Players must tick the box to show this reward has been claimed.

#### 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 5.

- *Coldfire Circlet (Circlet of Blasting)*
- *Midwinter Candle (Candle of the Deep)*
- *Scroll of Frost Fingers*

### Dungeon Master Rewards

For running this adventure, you earn a DM Reward. See the Adventurers League Dungeon Master's Guide for more information.

#### Optional: Declining Advancement

Each player can decline advancement if they so choose; this has its benefits. It is possible for a character to advance outside of an adventure's level range, meaning that they'd be unable to play an adventure as planned. Similarly, advancing too quickly means that a character won't earn as much gold as their peers.

Conversely, remind them that the amount of gold that their characters can earn per level is limited; characters declining advancement might reach a point where they no longer earn gold.



## Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

### *Alfred Emial (ALL fred EH mee all)*

A cruel and ruthless human male, part of this cell of the Cult of the Frostmaiden operating in the Spine of the World Mountains.

- **What they want:** Alfred seeks to gain leadership of the cult's cell and favor with the Frostmaiden.
- **Sacrifices, more sacrifices:** Alfred knows the Frostmaiden loves sacrifices in her way, as is disposed to offer her as many as possible to win her favor.

### *Amalaran (AH mah lah ran)*

A reserved nonbinary drow apprentice in the Host Tower of the Arcane in Luskan. Amalaran is slender and often display elegant mannerisms.

- **What they want:** Amalaran wants to complete his delivery and trades without much trouble so they can be seen as dependable in the organization and maybe dream of rising ranks.
- **Drow in hiding:** Even after Drizzt's heroics in the region and the rising numbers of drow in the surface, Amalaran would rather remain disguised for fear of any suspicions falling on them.

### *Arsenio Lupe (AR sae nee oh LOO peh)*

A lazy and selfish old human priest, Arsenio was never particularly pious, and his missionary trip to Icewind Dale probably had a hint of punishment about it.

- **What they want:** Arsenio can't wait to use the resources of his church to secure the most comfortable accommodations possible and wait out this cursed year as a missionary.
- **Arcane magic? Heresy!** Like some in Amn, Arsenio frowns upon arcane magic and will refuse to collaborate with these spellcasters (Arcana Domain Clerics, Arcane Tricksters, Artificers, Bards, Eldritch Knights, Sorcerers, Warlocks, and Wizards, among others) under most circumstances.

### *Brita Sani (BREE tah SAH nee)*

Serious and focused, this pale lady from Vaasa is a Zhentarim agent on her way to Targos to help Speaker Naerth Maxildanarr gain more power in the region through her skills.

- **What they want:** Her faction deemed this particular job too important to continue without her supervision, and she wants to get it over quickly and successfully.
- **Here on business:** Determined and sure of herself, Brita doesn't enjoy small talk, though will maintain appearances whenever needed.

### *Cornelius Ottmar (COR nee lee us OTT mar)*

Rough on the edges and thuglike, Cornelius is bound to make up trouble wherever he goes.

- **What they want:** Waking up everyday in the foulest of humors, Cornelius is always looking for an excuse to punch someone in the face.
- **Convicted murderer:** Without an ounce of compassion, Cornelius has murdered innocent people before for almost no reason, and is bound to do so again.

### *Danai Ndidi (DAH nah ee n' DEE dee)*

An optimistic scholar from Chult, under employ of Merchant Prince Waganga O'tamu.

- **What they want:** Danai made up all sorts of excuses, basing them on the possibility of finding magic items, in order to convince her employer to fund her expedition to explore Kelvin's Cairn.
- **Chultan immigrants:** In truth, along with exploring the bowels of the mountain, Danai also wants to register the history of the first Chultan immigrants to come this way to Good Mead long ago.

### *Edgar Prospero (ED gar PROS peh roh)*

A young commoner from Baldur's Gate who fell prey to a Patriar lady's manipulations.

- **What they want:** Edgar is on the run from Lord's Alliance authorities for a while now, he just wants to settle down in peace in Lonelywood.
- **On the run:** Edgar often looks over his



shoulder nervously, thinking that some guard or agent might have noticed him and that his days of freedom may be at an end.

#### *Gerard Emeric (GEHR ard EMME ric)*

An easygoing young rascal from Cormyr, living his life off the others since he can remember it.

- **What they want:** Gerard wants nothing more than an easy life, however he may achieve that.
- **Dragged into the cult:** Gerard ended up falling in love with beautiful Ionna, though the girl's cruel ways often surprise him. He often begs her to rethink, but is currently enjoying living off sacked caravans.

#### *Ignazio Gallo (IGNA zzio GAH llo)*

Once too much of an opportunist for his own good, Ignazio left his Patriar family long ago to avoid further tarnishing their reputation, and has been running caravans to dangerous places ever since.

- **What they want:** Ignazio has got into trouble with the law before, and would rather not do so again. He strives to keep his caravan free of criminals and any illegal activity.
- **Gambler:** Old habits die hard, and Ignazio can't resist a good gamble. The higher the odds, the better the bet.

#### *Ionna Airen (IO nah AI ren)*

A young girl from the Moonshae Isles, Ionna was banished from her lands under accusations of witchcraft, arriving on the Sword Coast a short while ago.

- **What they want:** Ionna deems herself a Chosen of Auril, and seeks recognition among her followers and leadership of her cult.
- **Midwinter Child:** Blessed by the Frostmaiden and resistant to the cold, Ionna likes to witness Auril's aurora at midnight while being naked alone in the snow.

#### *Mathis Tawnash (MATH ees TAW nash)*

An efficient and dependable human spy, Mathis is somewhat of a known name among the Hapers of the north.

- **What they want:** Methodic and to the point, Mathis seeks to expand Harper influence and

root out any sort of tyranny from whatever lands he travels.

- **Serious business:** All of Mathis' life is focused in his Haper work, which would leave almost no time for resting or enjoyment if Redd wouldn't push him into it.

#### *Mithann (MITH ann)*

Sometimes called Mishann, the human priestess of Amaunator is a retired adventurer and a known name in Bryn Shander, having already collaborated with adventurers during the last crisis in Icewind Dale four years ago. Mithann is also friendly with the faction and knows many Harpers, but does not seem to know Mathis or Redd.

- **What they want:** Mithann wants to help the folk of Icewind Dale survive through this Everlasting Rime and help the sun shine again over these cold lands.
- **Glory of the Dawn:** As a cleric of Amaunator, Mithann is a bit more rigid and unforgiving—while still utterly benevolent—than followers of other faiths of the Sun, such as Lathander.

#### *Redd Gaoch (RED GA oh ch)*

A dashing scoundrel prone to making a fool of himself, Redd was introduced into the Harpers after he got into a relationship with Mathis.

- **What they want:** Redd would rather enjoy a warm cup of *kaeth*, though he does have a sense of duty and prefers to help out the hardy folk of Icewind Dale.
- **From the rich to the poor:** Redd left the Moonshaes for attracting too much attention from the authorities after his band of outlaws stole too much from merchant ships and gave *almost* all of it to the people.



## Creature Statistics

The following creatures appear in this adventure:

### Acolyte

*Medium humanoid (any race), any alignment*

---

**Armor Class** 10  
**Hit Points** 9 (2d8)  
**Speed** 30 ft.

---

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

---

**Skills** Medicine +4, Religion +2  
**Senses** passive Perception 12  
**Languages** any one language (usually Common)  
**Challenge** 1/4 (50 xp)

---

**Spellcasting.** The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:  
Cantrips (at will): *light, sacred flame, thaumaturgy*  
1st level (3 slots): *bless, cure wounds, sanctuary*

#### Actions

---

**Club.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

### Apprentice Wizard

*Medium humanoid (any race), any alignment*

---

**Armor Class** 10  
**Hit Points** 9 (2d8)  
**Speed** 30 ft.

---

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

---

**Skills** Arcana +4, History +4  
**Senses** passive Perception 10  
**Languages** any one language (usually Common)  
**Challenge** 1/4 (50 xp)

---

**Spellcasting.** The acolyte is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:  
Cantrips (at will): *fire bolt, mending, prestidigitation*  
1st level (2 slots): *burning hands, disguise self, shield*

#### Actions

---

**Dagger.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

### Berserker

*Medium humanoid (any race), any chaotic alignment*

---

**Armor Class** 13 (hide armor)  
**Hit Points** 67 (9d8 + 27)  
**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

---

**Senses** passive Perception 10  
**Languages** any one language (usually Common)  
**Challenge** 2 (450 xp)

---

**Reckless.** At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

#### Actions

---

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 2) slashing damage.



## Chardalyn Berserker

Medium fiend, chaotic evil

**Armor Class** 13 (hide armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

**Skills** Survival +4

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 4 (1,100 xp)

**Chardalyn Madness.** The berserker must roll a d6 at the start of each of its turns. On a 1, the berserker does nothing on its turn except speak to a nonexistent, evil master whom it has pledged to serve.

**Reckless.** At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

### Actions

**Multiattack.** The berserker attacks three times with a melee weapon.

**Chardalyn Flail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

**Chardalyn Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

## Commoner

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 0 (0 or 10 xp)

### Actions

**Club.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

## Cult Fanatic

Medium humanoid (any race), any non-good alignment

**Armor Class** 13 (leather armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

**Skills** Deception +4, Persuasion +4, Religion +2

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Challenge** 2 (450 xp)

**Dark Devotion.** The fanatic has advantage on saving throws against being charmed or frightened.

**Spellcasting.** The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

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

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

### Actions

**Multiattack.** The fanatic makes two melee attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## Cultist

Medium humanoid (any race), any non-good alignment

**Armor Class** 12 (leather armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Skills** Deception +2, Religion +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/8 (25 xp)

**Dark Devotion.** The fanatic has advantage on saving throws against being charmed or frightened.

### Actions

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



## Frost Druid

Medium humanoid (human), any alignment

**Armor Class** 13 (hide armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 40 ft. (wolf form only), burrow 5 ft. (fox form only), climb 30 ft. (goat form only), fly 60 ft. (owl form only)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	16 (+3)	10 (+0)	16 (+3)	9 (-1)

**Saving Throws** Int +3, Wis +6

**Skills** Nature +3, Perception +6, Survival +6

**Damage Resistances** cold

**Senses** darkvision 60ft. (beast form only), passive Perception 16

**Languages** Common, Druidic

**Challenge** 5 (1,800 xp)

**Spellcasting (Humanoid Form Only).** The druid is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, resistance*

1st level (4 slots): *animal friendship, fog cloud, speak with animals*

2nd level (3 slots): *animal messenger, moonbeam, pass without trace*

3rd level (3 slots): *conjure animals, sleet storm, wind wall*

4th level (3 slots): *hallucinatory terrain, ice storm*

5th level (3 slots): *awaken*

### Actions

**Multiattack.** The druid makes two melee attacks.

**Ice Sickle (Humanoid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage plus 5 (2d4) cold damage.

**Maul (Beast Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

**Change Shape.** The druid magically polymorphs into a beast form—fox, mountain goat, owl, or wolf—or back into its humanoid form. Any equipment it is wearing or carrying is absorbed or borne by the beast form (the druid's choice). It reverts to its humanoid form when it dies. The druid's statistics are the same in each form, except where noted in this stat block.

## Goblin

Small humanoid (goblinoid), neutral evil

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

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

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 xp)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### Actions

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## Guard

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

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

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 1/8 (25 xp)

### Actions

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.



## Mountain Goat

Medium beast, unaligned

**Armor Class** 11

**Hit Points** 13 (2d8 + 4)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

**Senses** passive Perception 10

**Languages** –

**Challenge** 1/8 (25 xp)

**Charge.** If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

**Sure-Footed.** The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

### Actions

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

## Noble

Medium humanoid (any race), any alignment

**Armor Class** 15 (breastplate)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+0)	12 (+1)	14 (+2)	16 (+3)

**Skills** Deception +5, Insight +4, Persuasion +5

**Senses** passive Perception 12

**Languages** any two languages

**Challenge** 1/8 (25 xp)

### Actions

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

### Reactions

**Parry.** The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

## Priest

Medium humanoid (any race), any alignment

**Armor Class** 13 (chain shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

**Skills** Medicine +7, Persuasion +3, Religion +5

**Senses** passive Perception 13

**Languages** any two languages

**Challenge** 2 (450 xp)

**Divine Eminence.** As a bonus action, the priest can expend a spell slot 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.



## Scout

Medium humanoid (any race), any alignment

---

**Armor Class** 13 (leather armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

---

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** passive Perception 15

**Languages** any one language (usually Common)

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

---

**Keen Hearing and Sight.** The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

---

### Actions

**Multiattack.** The scout makes two melee attacks or two ranged attacks.

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

**Longbow.** *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

---

## Spy

Medium humanoid (any race), any alignment

---

**Armor Class** 12

**Hit Points** 27 (6d8)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

---

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

**Senses** passive Perception 16

**Languages** any two languages

**Challenge** 1 (200 xp)

---

**Cunning Action.** On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

---

### Actions

**Multiattack.** The spy makes two melee attacks.

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

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, ranged 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

---



## Thug

Medium humanoid (any race), any non-good alignment

**Armor Class** 11 (leather armor)

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

**Speed** 30 ft.

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

**Skills** Intimidation +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

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

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

### Actions

**Multiattack.** The thug makes two melee attacks.

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

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, ranged 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

## Wolf

Medium beast, unaligned

**Armor Class** 11 (leather armor)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/4 (50 xp)

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

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

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



## Handout 1: Caravan at a Glance

This summary might help up start the party's investigation in the caravan:

### Caravan to Bryn Shander

**Origin:** Luskan (18 days ago)

**Destination:** Bryn Shander (3 or 4 days to go)

**Caravan Master:** Ignazio Gallo

**Other Authorities:** Mithann, Warduke Emial

**Wagons:** 11

### Events on the Road:

- The caravan witnessed as the North/South pass was closed off by an avalanche right after they crossed it.
- When crossing a frozen patch of the road a few days ago, the skidding wagons caused some cargo to fall into the snow and the caravan had to be stopped a few times to retrieve them.

### Travelers:

- The caravan master **Ignazio Gallo** owns a total of six wagons near the front of the caravan, with several commoner servants driving them and performing other duties (grooming, feeding the beasts, cleaning, preparing food, etc.). Four guards join him at the front and two at the rear, they bear the colors of Luskan's Ship Rethnor.
- Following is a reserved nonbinary elf named **Amalaran**, driving a covered wagon.
- On the next one rides what looks like an old male human priest of Amnian descent named **Arsenio**, by the ceremonial cloth draped over his winter clothing and the proudly displayed golden coin-shaped amulet. He seems to be served by three commoners and a personal guard wearing a gold and white tabard. He is also accompanied by what seems to be a young male human noble.
- Nearby riding a particularly groomed horse comes a bald middle-aged human male with regal garments and a proud pose wearing a red cloak with the Lord's Alliance crest, that is **Warduke Emial**.
- Behind, follows a pale human female named **Brita**, with a rather serious look about her, driving her own wagon with trade goods methodically organized and folded.
- The priestess **Mithann** also walks nearby, hugging her leather sack closely and looking at the others nearby nervously.
- Following the caravan on foot nearby is a rough-looking human male name **Cornelius**, with short-cropped hair and a rather unfriendly demeanor.
- After that comes a scholarly looking young human female of Chultan descent named **Danai**, riding a horse at the side of her wagon, driven and tended by three other commoners of similar ethnicity, clearly not from around.
- A young couple made of a rather good-humored looking human male named **Gerard** and a dour-faced human female named **Ionna** follows closely afterwards.
- Nearby comes a young human male named **Edgar**, with a nervous look about him, accompanied by a draft horse bearing his gear.
- At the rear of the caravan, two human males of different ethnicities, **Mathis** and **Redd**, who clearly form a couple, drive their wagon with a tired or worried but friendly look about them.



## Handout 2: Character Rewards

The characters may earn the following rewards in this adventure:

### **Midwinter Candle** (Candle of the Deep)

*Wondrous item, common*

The flame of this candle is not extinguished when immersed in water. It gives off light like a normal candle.

This candle is made of hard-packed snow instead of wax and gives off an eerie blue coldfire when lit, which illuminates normally but gives off no heat, though burns flammable objects nonetheless.

### **Scroll of Frost Fingers**

*Scroll, common*

A spell cast from this scroll has a save DC of 13 and an attack bonus of +5.

This scroll is written over a weathered vellum with indigo ink and, instead of being sealed at the middle with wax, it is frozen under a small block of ice at the middle. The intricate writing inside describes one of the Frostmaiden favorite spells, *frost fingers*, while praising her.

### **Coldfire Circlet** (Circlet of Blasting)

*Wondrous item, uncommon*

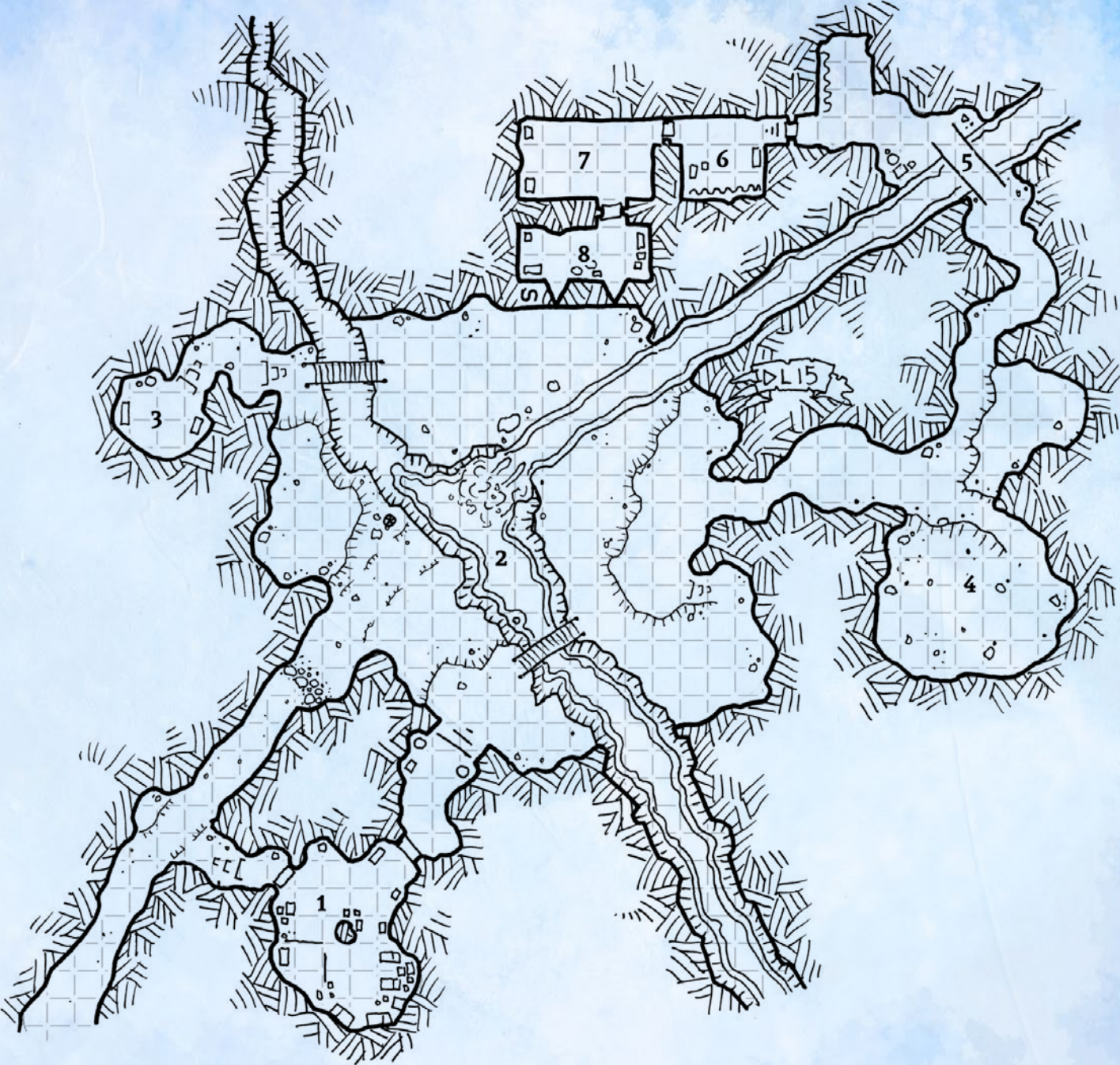
While wearing this circlet, you can use an action to cast the *scorching ray* spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn.

This dark driftwood twisted circlet is particularly cold to the touch and bears curved horns at the sides and a small blue sapphire at the front. When used to cast *scorching ray*, the flames of the spell are blue, an effect known to followers of Auril as coldfire. The spell's blue flames deal fire damage regularly nonetheless.



# Appendix A: Owl Creek Mine Map

This map's file is attached separately for ease of use in virtual tabletops.



Cartography: Dyson Logos  
[www.dysonlogos.com](http://www.dysonlogos.com)



## Appendix B: 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 too, but if they play a different hardcover adventure, they can’t return to the first if they level beyond its level range.

### New to D&D Adventurers League?

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

### 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 a combat. Familiarize 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 Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, and flaws).

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 level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether they completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you’ve time, you can do a quick scan of a player’s character sheet to ensure 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 Players 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

This adventure is optimized for five characters of level 3. 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. 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







## Handout 1: Caravan at a Glance

This summary might help up start the party's investigation in the caravan:

### Caravan to Bryn Shander

**Origin:** Luskan (18 days ago)

**Destination:** Bryn Shander (3 or 4 days to go)

**Caravan Master:** Ignazio Gallo

**Other Authorities:** Mithann, Warduke Emial

**Wagons:** 11

#### Events on the Road:

- The caravan witnessed as the North/South pass was closed off by an avalanche right after they crossed it.
- When crossing a frozen patch of the road a few days ago, the skidding wagons caused some cargo to fall into the snow and the caravan had to be stopped a few times to retrieve them.

#### Travelers:

- The caravan master **Ignazio Gallo** owns a total of six wagons near the front of the caravan, with several commoner servants driving them and performing other duties (grooming, feeding the beasts, cleaning, preparing food, etc.). Four guards join him at the front and two at the rear, they bear the colors of Luskan's Ship Rethnor.
- Following is a reserved nonbinary elf named **Amalaran**, driving a covered wagon.
- On the next one rides what looks like an old male human priest of Amnian descent named **Arsenio**, by the ceremonial cloth draped over his winter clothing and the proudly displayed golden coin-shaped amulet. He seems to be served by three commoners and a personal guard wearing a gold and white tabard. He is also accompanied by what seems to be a young male human noble.
- Nearby riding a particularly groomed horse comes a bald middle-aged human male with regal garments and a proud pose wearing a red cloak with the Lord's Alliance crest, that is **Warduke Emial**.
- Behind, follows a pale human female named **Brita**, with a rather serious look about her, driving her own wagon with trade goods methodically organized and folded.
- The priestess **Mithann** also walks nearby, hugging her leather sack closely and looking at the others nearby nervously.
- Following the caravan on foot nearby is a rough-looking human male named **Cornelius**, with short-cropped hair and a rather unfriendly demeanor.
- After that comes a scholarly looking young human female of Chultan descent named **Danai**, riding a horse at the side of her wagon, driven and tended by three other commoners of similar ethnicity.
- A young couple made of a rather good-humored looking human male named **Gerard** and a dour-faced human female named **Ionna** follows closely afterwards.
- Nearby comes a young human male named **Edgar**, with a nervous look about him, accompanied by a draft horse bearing his gear.
- At the rear of the caravan, two human males of different ethnicities, **Mathis** and **Redd**, who clearly form a couple, drive their wagon with a tired or worried but friendly look about them.



## Handout 1: Character Rewards

The characters may earn the following rewards in this adventure:

### Candle of the Deep

*Wondrous item, common*

This candle is made of hard-packed snow instead of wax and gives off an eerie blue coldfire when lit, which illuminates normally but gives off no heat, though burns flammable objects nonetheless.

The flame of this candle is not extinguished when immersed in water. It gives off light and heat like a normal candle.

### Scroll of Frost Fingers

*Scroll, common*

This scroll is written over a darkened vellum with blue ink and, instead of being sealed at the middle with wax, it is frozen under a small block of ice. The intricate writing inside describes one of the Frostmaiden favorite spells, *frost fingers*.

A spell cast from this scroll has a save DC of 13 and an attack bonus of +5.

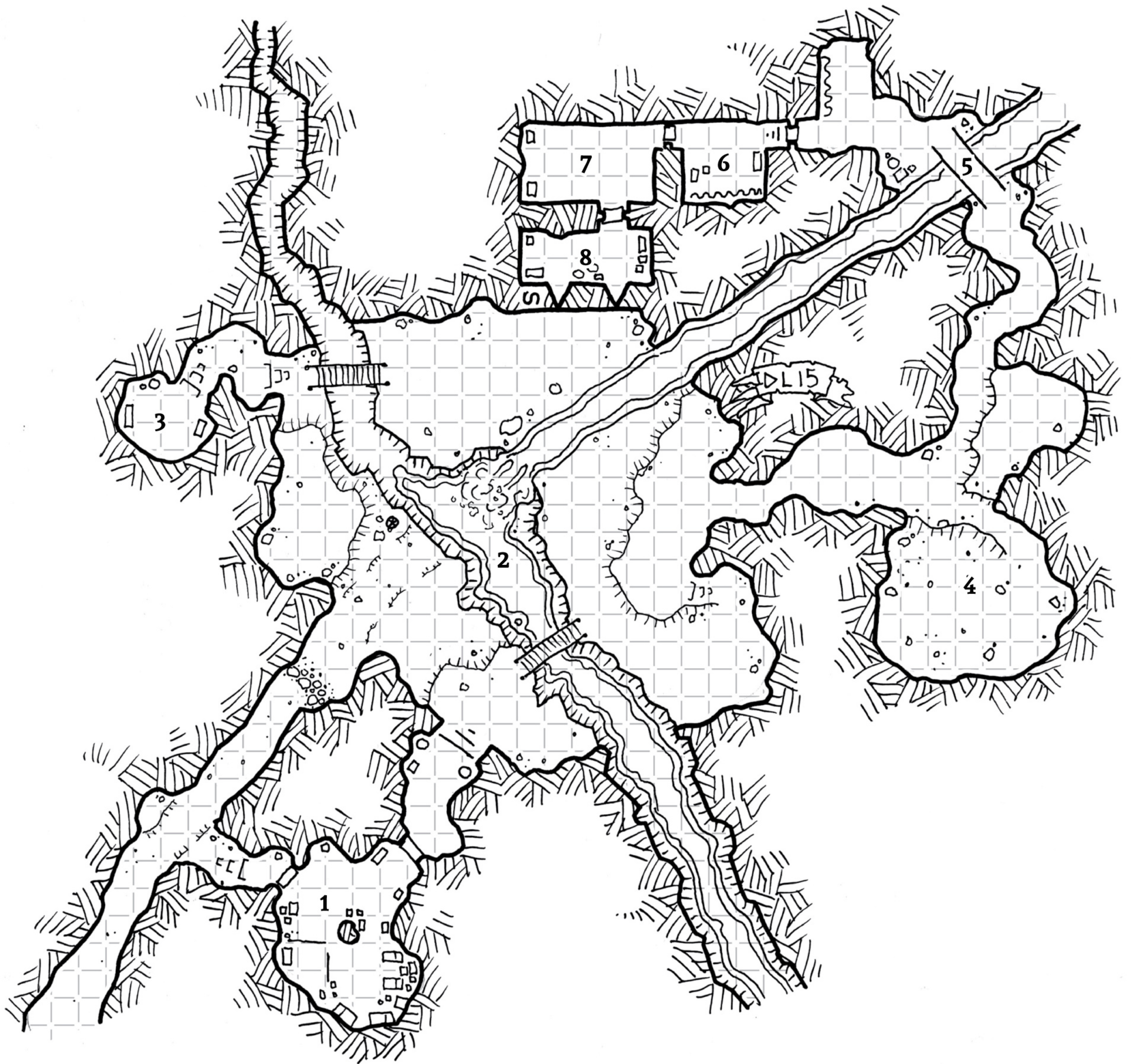
### Coldfire Circlet (Circlet of Blasting)

*Wondrous item, uncommon*

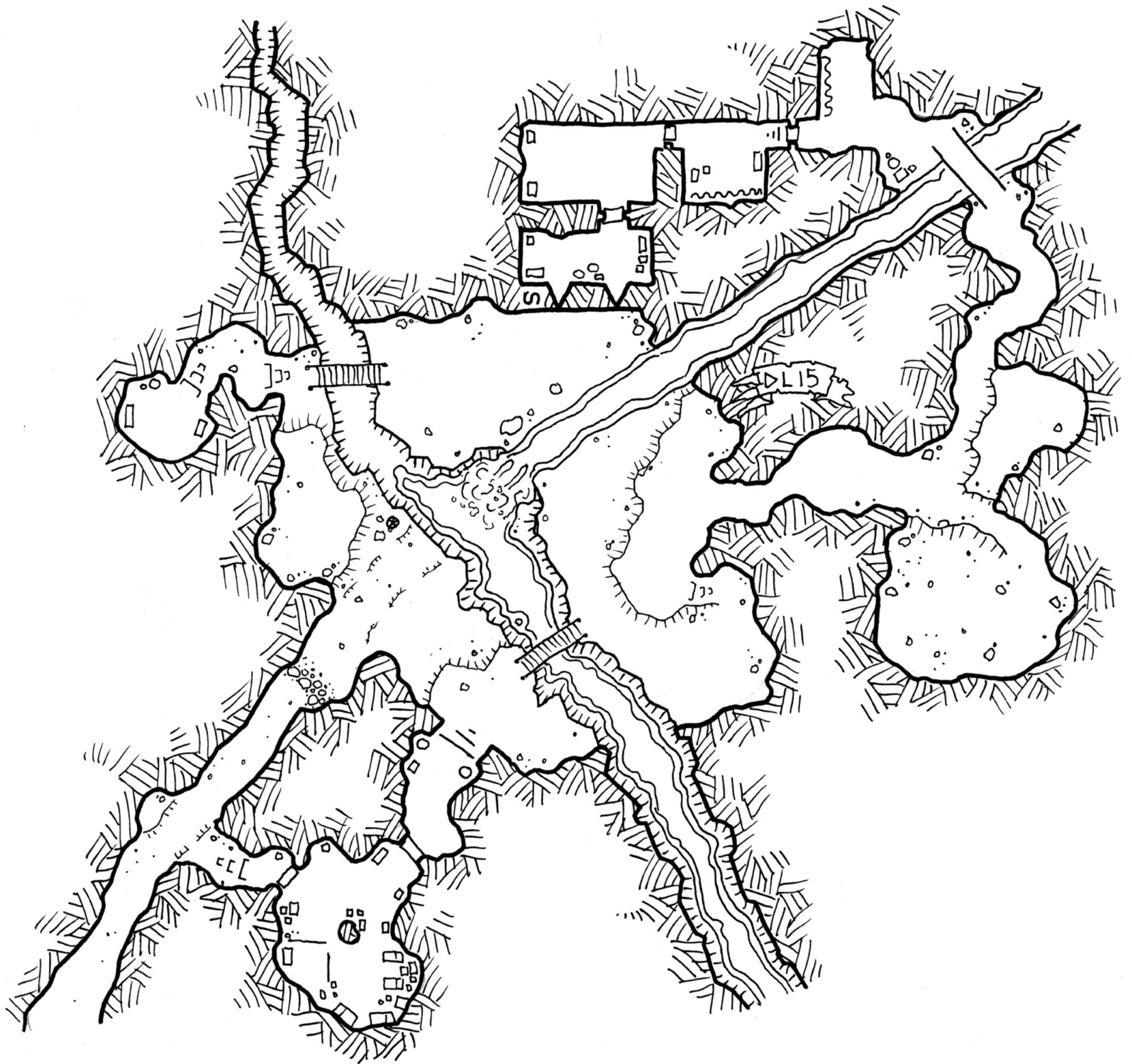
This driftwood twisted circlet is particularly cold to the touch and bears curved horns at the sides and a small blue gemstone at the front. When used to cast *scorching ray*, the flames of the spell are blue, an effect known to followers of Auril as coldfire. The spell's blue flames deal fire damage regularly nonetheless.

While wearing this circlet, you can use an action to cast the *scorching ray* spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn.

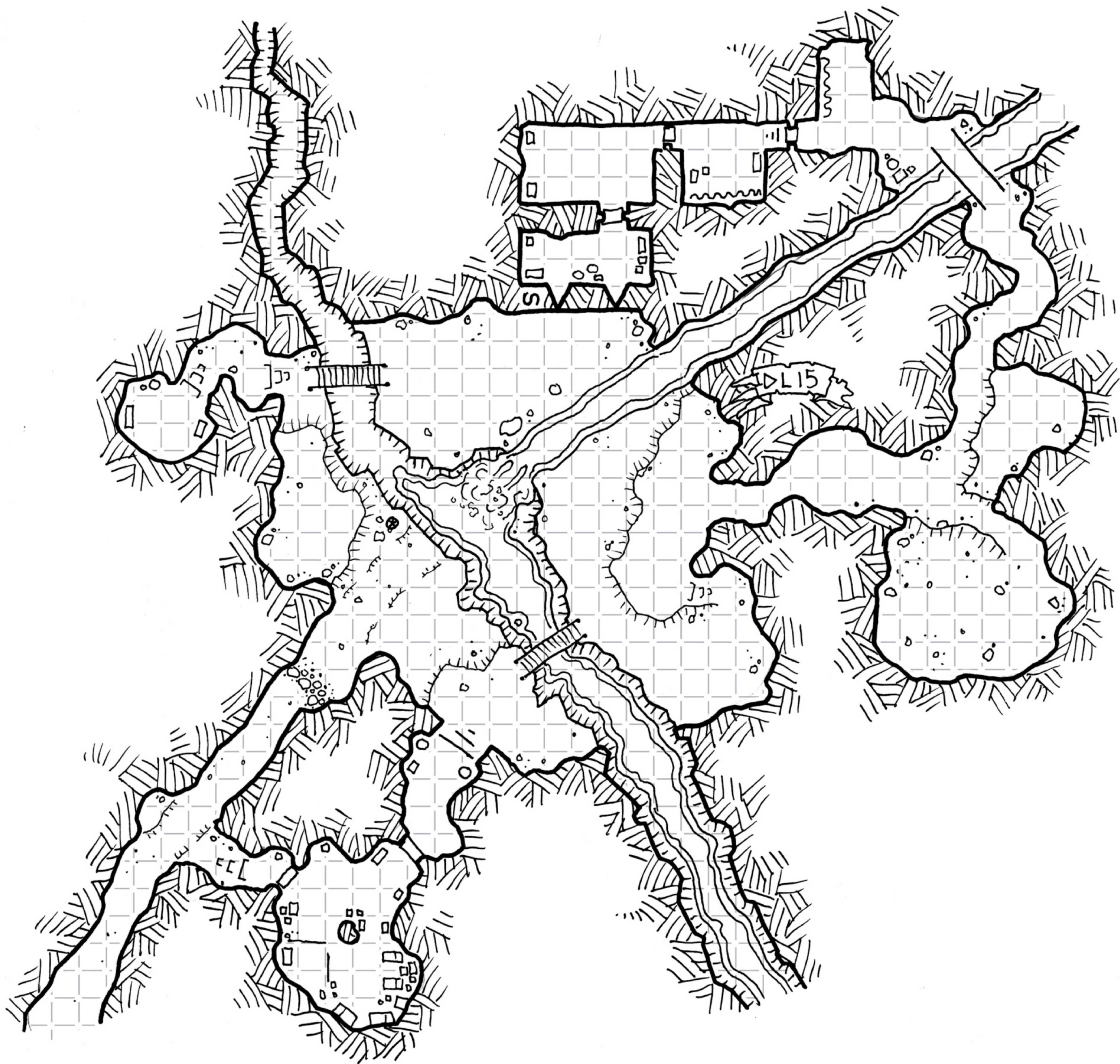




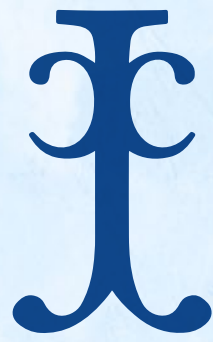












**Gerge Coelho**

[gergecoelho@gmail.com](mailto:gergecoelho@gmail.com)

[www.artstation.com/GergeCoelho](http://www.artstation.com/GergeCoelho)  
[www.behance.net/GergeCoelho](http://www.behance.net/GergeCoelho)