

DC-PoA-CONMAR-03



Unfrozen

- when you can't let it go



As Termaline is getting warmer the agents of the Frostmaiden are looking for the reason, attacking anything in their path. The local Ten-Towners do not seem concerned, but maybe a

Reghed tribe can help? It is time for adventurers to save the day. Again.

This is a part of the Oar's Rest adventure series.

A Two or Four-Hour Season 10 Adventure for Tier 1 Characters. Optimized for APL 3.

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Dungeons & Dragons Details

Adventure Seed: The Warmest Day

Adventure Seed Hook: The town of Termalaine is experiencing a strangely warm day and the sun seems to be almost shining on the town, causing people to rejoice! Unfortunately, the warmth is not a good omen.

Adventure Seed Rewards (two-hours): *potion of healing, smoldering armor (breastplate)*

Adventure Seed Rewards (four-hours): *add ever-smoking bottle*

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Adventure Primer

This adventure is designed for **three to seven 1-4-level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

This adventure occurs north-east of Maer Dualdon in Icewind Dale.

Background

The days have suddenly grown a lot warmer in the towns of TERMALAINÉ and LONELYWOOD lately, almost reaching the sweltering temperatures of summer. This has mostly been greeted with great joy. Granted, one or two knucklehead trout fishers fell through the ice of Maer Dualdon, but nobody was seriously hurt. Some dared to hope that the eternal winter would finally give up its frigid grip and allow summer once more. Some falsely claim to have seen the sun above the horizon. Curiously, no other town in Icewind Dale seems to have benefitted from the fortunate turn in temperature.

All is not well though. At night the temperatures once again drop to previous, freezing levels - and possibly even colder. What's more, the agents of the FROSTMAIDEN have suddenly appeared in great numbers, roaming the land, seemingly searching for something. With time, the warm weather no longer seems to be so much like a blessing, and more like a curse. Surely this weather cannot be natural, and it seems to anger the Frostmaiden greatly, as she does not allow powerful weather altering spells to be cast within Icewind Dale.

In reality, HRIMGERD, a Bheur hag of the Lonelywood forest is casting *CONTROL WEATHER* to create the suddenly mild weather. She is avoiding detection by casting her spell from the top of an ancient Rheged Barbarian mound.

The reason she is casting this spell is because she searches for the entrance to a hidden cavern, where she and her coven hid a treasure. She forgot the cave's location and believes it has been lost under snow and ice. By casting the spell, she hopes to melt it enough to reveal the cave opening, and have her minions scour the Lonelywood forest. The cave's true location is revealed in *DC-PoA-KCB-MBL – The Stolen Curse*.

Auril still notice the casting in the area and her agents are out hunting for the culprit. Unable to pinpoint the caster, they roam the area, attacking anyone they come across, striking fear and death in the fishermen and lumberjacks from Termalaine and Lonelywood.

Frostmaiden's Revenge

For more information see 'Frostmaidens Revenge' in the 'Black Cabin'-section of chapter 2 in *Icewind Dale: Rime of the Frostmaiden*.

Overview

The adventure's story is spread over **three parts** and takes **four hours** to play. The playtime can be reduced to two hours by following the directions in the sidebars.

- **Part 1: Warm Days and Cold Nights.** The characters realize the weather is acting strange. This is the **Call to Action**.
- **Part 2: Locating the Mound.** Locating where the spell is cast is **Story Objective A**.
- **Part 3: Breaking the Ward.** Preventing the spell to be continued is **Story Objective B**.

Adventure Hooks

Bounty Hunters. The characters are in the area looking for work.

Oar's Rest. Characters who have played other adventures in the Oar's Rest series might be looking for or accompanying Linric.

Part 1: Warm Days and Cold Nights

Estimated Duration (Two-hour version): 20 minutes

Estimated Duration (Four-hour version): 60 minutes

The characters notice the weather is acting strangely and are sent to investigate. This is the **Call to Action**.

Two-hour Version

If playing this adventure as a two-hour version start directly at **Scene C**. Allow the characters a glimpse of the coldlight walker in **Scene B** before Linric shares the information from **Part 1**, then move straight to **Part 2**.

Scene A: Termalaine

The characters are in Termalaine and can interact with random people in town.

Whether you have stayed in the town of Termalaine a while, or just arrived, you have come to realize that the ever-present chill that has engulfed Icewind Dale seems to have loosened its grip in the area.

Area Information

More information about Termalaine can be found in *Icewind Dale: Rime of the Frostmaiden*.

The Eastside Inn. This is the only inn in Termalaine, and the most likely place where the characters will stay. The inn looks like a cluster of separate buildings but is in fact a single complex connected by underground tunnels.

The Blue Clam. This dockside tavern by Maer Dualdon is famous for its lively hearths and spicy fish chowder.

Creature Information

The town is filled with humanoids of all kinds, such as Crystal (she/her, tiefling gemstone miner), Buck Wheat and Breadly (both he/him, dwarven baker and goblin assistant), Mx. Axeley (they/them, half-orc butcher), and Chandler (he/him, human chandler).

What do they know? No one knows what is causing the heat but talking to different people will provide the following information.

Accidents. A few ice fishers have fallen through the ice, but no one was hurt.

Sudden Change. The change in temperature happened suddenly, starting about a tenday back.

Unnatural Boundary. About a mile south of Termalaine the temperature seemingly changes by several degrees within just a few steps.

Termalaine and Lonelywood. Of the Ten Towns, only Termalaine and Lonelywood are experiencing the same warm weather.

Rhythmic. The weather pattern is remarkably regular. The warmth is only felt during the day, the nights are still as cold as they were before.

Natural. Some claim that changes in climate are natural and it's just the cycle of nature.

Blessing. Some people think of the warming as a blessing or a boon from Auril after sacrificing their warmth.

Sun? Some claim to have seen the sun rise above the horizon and believe winter is over. This is untrue.

Stacking Firewood. Bark up or down? The discussion never gets old and the party can overhear a pair of dwarves in heated discussion.

Reindeer. A young man is walking through town with a reindeer, trying to have people accept them indoors with little luck. He insists that reindeer are better than people.

What do they want? Most people are happy with the change and is eager to see spring return.

Playing the Pillars

Here are some suggestions for **Part 1**:

Combat: In **Scene B**, the characters can be the heroes by fighting the attacking agents of the Frostmaiden.

Exploration: The characters can explore the town of Termalaine in **Scene A** and **B**.

Social: This is the main pillar for this part. There should be plenty of people to interact with in the town.

Developments

Once the characters have gathered information, a blizzard is approaching.

If played as a four-hour-adventure, proceed to **Scene B**.

Scene B: Frostmaiden Agents

As evening approaches, the weather takes a turn for the worse. A terrible blizzard starts blowing through town, and the characters seek refuge in *The Blue Clam Tavern* or *The Eastside Inn*.

As you are eating a hearty steak or drinking some mulled wine, a scream pierces the raging blizzard from outside. Going outside you can make out the screams of a poor townsman.

The scene is almost lost in the blizzard, but as you move closer, you see the man is being attacked by what looks like a person in a heavy, ragged cloak. He seems to emit a strange cold, spectral light, and as he turns his face to you, a stark, blinding light glares at you from under the heavy cowl, where a face should have been.

The townsman falls dead to the ground, frozen in a block of ice.

Area Information

Dimensions & Terrain. The encounter takes place in the streets of Termalaine in a Blizzard. Large icicles have formed on the nearby roofs, looming ominously overhead.

Lighting. It is darkness and a blizzard. The



building gives off some light up to 30 feet, and a few lamp posts. The coldlight walker emits bright light in a 20 foot radius, and dim light for another 20 feet.

Blizzards

A blizzard imposes disadvantage on ranged weapon attack rolls. It also imposes disadvantage on Wisdom (Perception) checks that rely on hearing or sight unless they have eye protection. The wind extinguishes open flames, disperses fog, erases tracks in the snow, and makes flying by nonmagical means nearly impossible. A creature falls at the end of its turn if it is flying by nonmagical means and can't hover.

Any creature that is concentrating on a spell must succeed on a DC 10 Constitution saving throw at the end of its turn or lose its concentration on the spell unless the creature is sheltered against the elements.

Creature Information

The party is attacked by a **coldlight walker** and an **ice mephit**, which is concealed as an icicle.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

Weak and Very Weak: The **coldlight walker** only uses melee attacks for 7 damage, and moves on after one round, leaving three **ice mephitis**.

Strong: Add two **ice mephitis**

Very Strong: Add five **ice mephitis**

Encounter Difficulty: Deadly

Goal: Give credence to the threat from the Frostmaiden
Support: If needed, allow town guards to aid.

What do they know? The corpse will only be able to relay memories of pain and cold. The agents of Auril knows someone is casting powerful magic.

What do they want? The agents want to punish anyone giving off any warmth.

Frozen Body. The frozen corpse of the townsman will not thaw for the next nine days, regardless of temperature or any heat.

Developments

Once the threat has been dealt with and the frozen body has been discovered, the characters can learn that several similar bodies, that also refuse to thaw despite the unusual heat, have been discovered lately. Proceed to **Scene C**.

Scene C: Weather Forecast

The blizzard keeps howling and a halfling is calling for the characters' attention. Impressed by how they dealt with the agents of Auril, he is asking for assistance.



LINRIC

Creature Information

The halfling is Linric (chaotic neutral, he/him), a traveller from Oar's Rest, by the Moonsea.

What do they know? Linric can relate any of the information points from **Scene A**. He is convinced that the change in temperature is because of a *control weather* spell, which is strange, considering the Frostmaiden does not allow such magic in Icewind Dale. Auril would never use her powers to create heat, and probably have sent the creatures to stop it. If the casting of weather magic continues, it might infuriate Auril even more, and who knows what manner of punishment she might send then.

What do they want? Linric is looking for rare herbs that only survive in the cold. Oh, and stopping Auril's agents, of course... He cannot offer much in the way of monetary reward but is

willing to give the characters a healing draught he has brewed (a *potion of healing*).

Gambling Habit. Linric never turns down a game, and will happily join the characters in playing cards, dice or Dragonchess, which is his favorite. Use the rules in the sidebar or make up your own. The potion of healing can also be won in this manner.

Dragonchess

The Dragonchess board has three tiers.

Over five rounds a character makes any ability check within the DM's discretion versus Linric's Intelligence (+1). Examples include, but are not limited to, to use Intelligence (History) to remember how Dragonchess usually is played in these parts, Charisma (Insight) to deduct what Linric might do next round or Wisdom (Perception) to get a good overview of the board. Characters may apply their proficiency bonus to any ability check if they are proficient with Dragonchess.

The highest total roll in the contest wins the round. The first to win three rounds wins the game.

Reaching 12

This is a game of dice where the goal is to reach 12, or be last person standing. The players start rolling 2d6. 1 is worth 1 or 10, which means that the combinations of 1 and 2, or 6 and 6 both win. After the first throw the players can choose to roll another die or not. If they get more than 12, they are out of that round. Characters proficient in Dice can reroll one die once per round.

Three Dragon Ante

This is a game of cards with a deck of 70 cards. Each card represents either a dragon or a mortal and a strength between 1 and 13. Each player is dealt a hand of six cards at the start of each round.

There are three rounds. Make contested rolls against Linric's Intelligence and just like with Dragonchess, the character can make any ability check, adding proficiency bonus if they are proficient with Three Dragon Ante.

Developments

To protect the Ten-Towns from further harm, Linric urges the party to locate the source of the spell and stop it from being cast.

The characters may rest and when they are ready to leave, proceed to **Part 2**.

Part 2: Locating the Mound

Estimated Duration (Two-hour version): 30-50 minutes

Estimated Duration (Four-hour version): 50 minutes

The characters must locate the source of the spell. This is **Story Objective A**. While doing so, they are travelling the area and connect with the local Reghed tribe.

Playing the Pillars

Here are some suggestions for **Part 3**:

Combat: Entrance to the mound could be achieved through fighting (see **Scene D**).

Exploration: This is the main pillar of this episode, as the characters seek the mound needs and what lies within.

Social: Additional background information could also become available to them through talking to the Reghed barbarians (see **Scene B**). Getting into the mound can be achieved by social interactions (see **Scene E**).

Scene A: The Search

As morning arrives, the storm suddenly calls to a halt. The characters must locate the origin of the spell to prevent it from being cast.

As you prepare to set out, Linric Beltbuckle approaches you once again. "I'm unable to come with you, I'm afraid" he says defectively, "I've already made plans. But I'm sure you can handle yourselves."

He looks to each of you and, perhaps detecting a slight worry in your eyes, he leans in and adds "Look, I realize you might be worried about the powerful magic at work here – and facing whoever wields it, but remember – if I am right in my presumption, all you have to do is find and disable whatever is cloaking the casting from Auril, and once that is done, the Frostmaiden herself will take care of the rest." He turns away, shuffling off to do his previous engagement, but before he's gone entirely, he turns back to you and mutters a low "Good luck, you'll probably need it".

The Mission

Make sure the players realize they don't have to fight the caster, but only need to prevent her from being protected from Auril's sight.

Area Information

The area around Termalaine is forest to the north and frozen tundra everywhere else (see **Appendix 1** for a map of the area).

Dimensions & Terrain. During the day the snow is melting and turns into slush as the day goes by, making it difficult terrain. Small, snowy hills are covering the area.

Bremen's Run. The valley of Bremen's Run runs parallel with Dwarven Valley between Termalaine and Kelvin's Cairn. A Reghed tribe of the Elks has set up camp in the middle of the valley.

Lighting. Icewind Dale sees only four hours of twilight per day. Other forms of natural light come only from the aurora that Auril creates every night.

Two-hour Version

If playing this adventure as a two-hour version allow Linric to point in the direction of the Reghed tribe. Hjortvar can in turn let the characters know the outline of the effect.

Developments

Allow the characters to explore the area as they see fit. They can locate the mound by any reasonable means. Award role-playing by allowing them to close in on the location.

Examples of how to locate the area:

- Triangulating by following the outline of the spell area, based on the sudden change in temperature (see **Appendix 1** for outline).
- Interacting with the local people or wildlife.
- Using knowledge of the arcane or familiarity with the weave to sense the direction.
- The character with the highest Arcana modifier might hear a faint song originating from the mound.

While the characters are searching, proceed to **Scene B**.

Scene B: Ancient Wisdom

As the characters traverse the open landscape of the Bremen's Run valley, they come across a band of humans. They are setting up a ritual, but the sudden slush and sogginess from all the snow melting has made it difficult for them to light fires.

Creature Information

They are 20 Reghed tribesmen, clad in furs and cloaks despite the sudden heat. They are cautious if approached, but not threatening. Their leader is Hjorthvar (a **veteran**), four of the tribesmen are **berserkers** and the remaining fifteen are **tribal warriors**.

What do they know? They know that the heat is unnatural, and any other information from Part 1.

What do they want? They want to light the fires and perform their ritual. If the characters help the barbarians light their fires, either by using appropriate magic, or with a DC 12 Wisdom (Survival) check, they become more friendly and are willing to talk to the characters. They want the weather to return to normal.

Story. Once the characters have gained Hjortvar's trust, he invites them to listen:

"According to the tales from the elders, this very place was once the scene of one of the most ferocious battles in Icewind Dale, prior to the Southerners arriving and building towns."

"It is said that a man came to the Dale. His stare was as hard and cold as the very winter gale. I it said he was a chosen of the Frostmaiden herself. Through force and guile, he ventured to unite all the barbarian tribes of the Dale, to lead them south past the Spine of the World, to raid and plunder the lands of the Southmen."

"Many tribes fell for his promises of power and riches. The tribes of the Bear, Tiger, and Wolf gladly joined his cause. Others though, such as the tribe of the Elk, and at that time the tribes of the Caribou and the Seal, were not swayed by his words, and refused to join."

"It all came to a head when the tribes of the Bear, Tiger and Wolf, led by their foreign Warlord, cornered the tribe of the Elk and their allies, the Caribou and the Seal, here in this valley that the Southmen call Bremen's Run. Vastly outnumbered, they made their stand regardless, and despite the unfavorable odds, they carried the day, driving wave upon wave of Bear, Tiger, and Wolf tribesmen back, finally sending them fleeing, when their mysterious leader was defeated. Even Auril's blessing could not save him."

"The number of dead were immense, the snow soaked red with blood so deep it was said it took years before the snow in the valley again was completely white. Already back then the tribes of the Caribou and the Seal were in decline, and their numbers were scarce. Though they fought valiantly that day, so many were slain, it is said this battle was one of the main reasons the two tribes eventually disappeared altogether."

"So, therefore we are here on this day. To mourn the fallen, and to give remembrance to the brave tribes of the Caribou and the Seal."

Mysterious Warlord. If asked, he can supply some extra information:

- By all accounts the Warlord was not from the dale, but no one knows whence.
- It was said that the Warlord was a powerful warrior and sorcerer.
- Legends claim the Warlord could not be slain, merely contained. To stop the Frostmaiden from bringing her servant back, powerful wards were placed over the burial place, to keep him hidden from her sight.
- Creating such a ward would require immense power, but perhaps the blood sacrifice of those slain on the battlefield here would suffice. If so, the burial place cannot be too far away.

Developments

Return to **Scene A** if the characters keep searching. Once they locate the mound, proceed to **Scene C**.

Scene C: Arrival at the Mound

The characters arrive at the burial mound.

After hours of trudging through the soggy slush on the ground you finally arrive at what you assume must be the center and root of this strange weather. Ahead of you, nested within the valley called Bremen's Run is a mound of earth, clearly man made. Almost circular in shape, it stands some 30 feet above the ground at the highest point. Large stone menhirs are raised in a spiral-like pattern all the way from the base up to the summit. At one side, a smaller mound protrudes from the side of the main mound.

If the characters arrive during the day, add the following:

From your vantage point, still nearly a quarter of a mile away, you can make out several large humanoid creatures, at least 8 feet tall around the base of the mound. You can also make out some movement and possibly the sound of some kind of chanting from the top of the mound, though it is hidden among the stones, and impossible to see exactly what it is.

Area Information

See **Appendix 2** for a map of the area.

Dimensions & Terrain. The mound is approximately 140 feet in diameter large and 30 feet high. The entrance is on the western side.

Lighting. Icewind Dale sees only four hours of twilight per day. Other forms of natural light come only from the aurora that Auril creates every night.

Spiral to the Top. On the east side there is a spiral path to the summit, encircled by menhirs.

Menhirs. The base of the stones is buried about a foot into the ground, so they have to dug up before they can be toppled. If *detect magic* is active, there is no change in the aura after toppling a stone. To prevent players from wasting too much time, a DC 1 Intelligence (Arcana) check makes them realize it does not help. If they are really persistent, send some

Reghed barbarians from the Elk or Wolf tribe to tell them off.

Crypt Entrance. The entrance to the crypt is blocked by a large stone that needs to be moved to gain access. Shifting the stone requires a DC 25 Strength (Athletics) check to succeed. Up to four people can participate, and instead of normal rules for help-actions, each character participating adds their Strength (Athletics) bonus to that of the character with the highest Strength (Athletics) bonus. Characters with zero or even negative values still adds +1 to the final bonus. If the characters use a crowbar or something similar for leverage, gets advantage on the roll.

If there are no imminent threats, the characters will probably be able to shift the stone eventually, so there is no need to call for any rolls.

Creature Information

Hrimgerd (a **bheur hag**) is casting the spell at the top. Spread around the base of the mound are Hruth (an **ogre**), Fenir and Ullwe (**half-ogres**).

At night, the mound is deserted, and can be approached without opposition, but a blizzard is blowing continuously.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

Very Weak: Remove one **ogre**.

Weak: Remove one **half-ogre**.

Strong: Hrimgerd has 140 hit points. Remove one **half-ogre**, add one **ogre**.

Very Strong: Hrimgerd has 140 hit points. Remove two half-ogres, add one **ogre** and one **verbeeg marauder**.

Encounter Difficulty: Hard

Goal: Supporting Hrimgerd's power and position

Support: It should be easy to avoid fighting everyone at the same time. Unless angered, Hrimgerd and the ogres will not pursue the characters.

What do they know? Hrimgerd knows that the Frostmaiden does not allow using weather magic (she found this out the hard way the first time she tried), and she knows the mound protects her from Auril's detection, but she is not entirely certain why.

The ogres know that Hrimgerd is casting powerful magic, and that she must not be disturbed. If pressed for why she is casting the ritual, they cannot say for sure, but they know that several of their kin have been sent into the Lonelywood to look for a “hole in the ground”.

What do they want? Hrimgerd is searching for the entrance to the cave of her coven. She thinks it’s somewhere in the Lonelywood-area, but it’s covered under too much snow and ice to locate, so she hopes the warmth will melt enough snow to reveal the cave opening.

The ogres mostly want to protect Hrimgerd from harm.

Developments

If the characters want to attack, proceed to **Scene D**. If the characters want to sneak in, proceed to **Scene E**.



HRIMGERD

Scene D: Attacking the Witch

See **Scene C** for area and creature information.

Head on. The characters might choose to attack Hrimgerd in the hopes of stopping her from casting the ritual. The stone menhirs along the path up to the summit gives her three quarters cover from anyone trying to shoot at her from the bottom of the mound.

Sneaking. Sneaking up the mound is possible by a Dexterity (Stealth) check against Hrimgerd’s passive perception of 14.

Defenders. Once hostilities are initiated, her giant guards will rush to defend her. Hrimgerd herself is not very keen on combat. If she perceives a threat, she will open her *eversmoking bottle*, covering the whole summit in thick grey smoke, grab her *greystaff* and fly off, away from the mound and to the characters it will seem like she vanishes.

Return to Fight Another Day. She knows she can return to cast the spell again later, so temporarily stopping the ritual is only a minor setback.

Killing Hrimgerd. Hrimgerd’s demise will not prevent the magic from being cast for very long. She is part of a coven, and the other hags will soon pick up her work.

Treasure

If you are playing this scenario as a 4-hour adventure, Hrimgerd fumbles the *eversmoking bottle* (see **Appendix 7**) as she flies away, causing her to drop it to the ground. The bottle remains open, continuing to spew forth smoke.

Developments

Once the giants have been dealt with, and Hrimgerd has fled, the characters are free to explore the mound. There is nothing on the surface that creates the protective magic – that comes from within the mound.

Proceed to **Part 3**.

Scene E: Sneaking In

See **Scene C** for area and creature information.

Guard. Since the entrance is a good vantage point, one of Hrimgerd's weaker giant lackeys uses the entrance as a lookout point, and the characters will have to circumvent this guard to be able to enter.

Attacking. Aggressive players might choose to simply attack. Unless the giant is dealt with quick and silently, it will call for its brethren, and the characters face a full pitched battle. If combat breaks out, Hrimgerd will also become aware of the characters, and will flee as described in **Scene D**.

Sneaking. By keeping low, and sticking to the side of the mound, the characters might be able to sneak past the guard, but they will have to sneak right under its nose, so stealth checks must be made separately for each character, in addition to succeeding a group stealth check at the entrance every time they attempt to remove the stone slab. The difficulty for these checks is based on the passive Perception of the giant atop the entrance.

Distraction. The guard will go off to investigate odd sightings or noises if they are considered suspicious enough – especially if they

come from the area of the entrance to the spiral or the summit. Once the guard is away, the characters have five rounds to open and enter the mound, before the guard returns. Especially loud or brash players should still take care, in case Hrimgerd herself spots them from her spot at the top of the mound.

Trickery. The guard is not very clever and gets confused when little people start talking instead of attacking. If the one approaching the guard in a non-aggressive manner succeeds a DC 10 Charisma (Persuasion) check, the guard holds its attack, and does not call for reinforcements. He is easy tricked to leave by a DC 12 Charisma (Deception) check. He can also be bribed by a reward (food or money) and a DC 15 Charisma (Persuasion) check. Or he can be bullied away by a DC 20 Charisma (Intimidation) check. He will make sure the characters promise they won't hurt Hrimgerd.

A suitable Charisma check with DC 25 can persuade the guard to move the entrance stone.

Developments

If a fight breaks out, proceed to **Scene D**.

Once the guard has been surpassed, proceed to **Part 3**.



FERRIR, HRUTH
AND ULLWE

Part 3: Breaking the Ward

Estimated Duration (Two-hour version): 50-70 minutes

Estimated Duration (Four-hour version): 130 minutes

The characters must prevent the spell from being cast. This is **Story Objective B**.

Playing the Pillars

Here are some suggestions for Part 3:

Combat: Scene A and D have optional combats.

All parties need to fight the Warlord in **Scene C**.

Exploration: The mound needs to be explored and studied to understand the figures in **Scene B**.

Social: The party needs to cooperate and interact to uncover the information they need. Finally, they return to Linric in the **Wrap Up**.

Scene A: Barrow Burrowers

Area Information

See **Appendix 3** for a map of the area.

After a short descent the floor evens out and forks out into two parallel corridors separated by large stone slabs. They come together after 25 feet, in front of another large slab which leads into the main crypt. On the sides there are three smaller slabs leading into side crypts.

Dimensions & Terrain. A tunnel leads down into the depth beneath the barrow. The corridors are 5 feet narrow and the ceiling is 7 feet low. Walls, floors, and ceilings are covered with cut stone slabs.

Lighting. There is no light within the mound.

Atmosphere. The whole place gives off an oppressive, eerie atmosphere.

Central Carvings. These carvings are depicted in **Appendix 4**. If the characters talked to the Elk barbarians on the way here, they will recognize the scene as the one told by Hjorthvar.

Carvings

Carved on the central stones are images of what seems like a large battle. With a DC 12 Intelligence (Investigation) check the characters can figure out that the tribes are grouped together and identified by a totemic animal above the various groups – those on one side being tied to a bear, a tiger and a wolf, while the other side are tied to a caribou, an elk and a seal. The former is numerically superior.

As the scene progresses, it seems the caribou, elk and seal are victorious. Members of the bear, tiger and wolf clans are depicted to flee, while three persons belonging to the victorious tribes, stand over a person with a large snowflake symbol.

Finally, the person with the snowflake symbol looks like he is inside a mound, together with the three totem animals of the victors. These three are facing outwards and seem occupied fending off a set of totem animals from the three losing tribes, as well as a larger version of the snowflake.

Main Slab. The large slab at the end is marked with a large snowflake. It can be moved with a similar check as the entrance in **Part 2**.

Side Slabs. Two slabs on the southern wall and one slab on the north wall are decorated with a caribou, an elk, and a seal, respectively. They appear moveable. Prying the stones open requires tools, and strength. Allow the players to describe how they go about moving the stones, but if their efforts seem reasonable the crypts can be opened without rolling.

Side Crypts. Within these crypts lies the remains of barbarian warriors tasked to protect the mound from any intruders.

Two-hour Version

If playing this adventure as a two-hour version the side crypts merely hold the skeletal remains of fallen barbarians.

Sounds from Within. A passive Perception of 15 or a DC 13 Wisdom (Perception) check reveal rummaging from inside the side crypts.

Creature Information

Four **zombies** and two **ghouls** are spread out evenly among the three crypts and come to life if someone is trying to move the slabs or enter the main crypt.

What do they know? A great evil lies within the crypt, and it must stay there.

What do they want? Their only objective is to stop anyone from entering the main crypt. If the characters leave the mound, they will not follow.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

Very Weak: Remove two **ghouls**.

Weak: Remove one **ghoul**.

Strong: Remove two **ghouls**, add two **ghasts**.

Very Strong: Remove four **zombies**, add one **ghoul** and three **ghasts**.

Encounter Difficulty: Hard

Goal: Supporting the lore of the Warlord.

Support: The characters are on their own but can flee if they are overwhelmed.

Let Us Out! If someone inside the mound tries to move any of the four stone slabs in this area, the undead guardians will try to get out. Unless opposed, they push the blocking stones down and attack. If the characters are ready for combat, this happens on the second round. Anyone standing in a square directly facing a stone block as it's pushed out must succeed a DC10 Dexterity saving throw or be hit by the stone block as it is pushed open, taking 4 (1d8) bludgeoning damage.

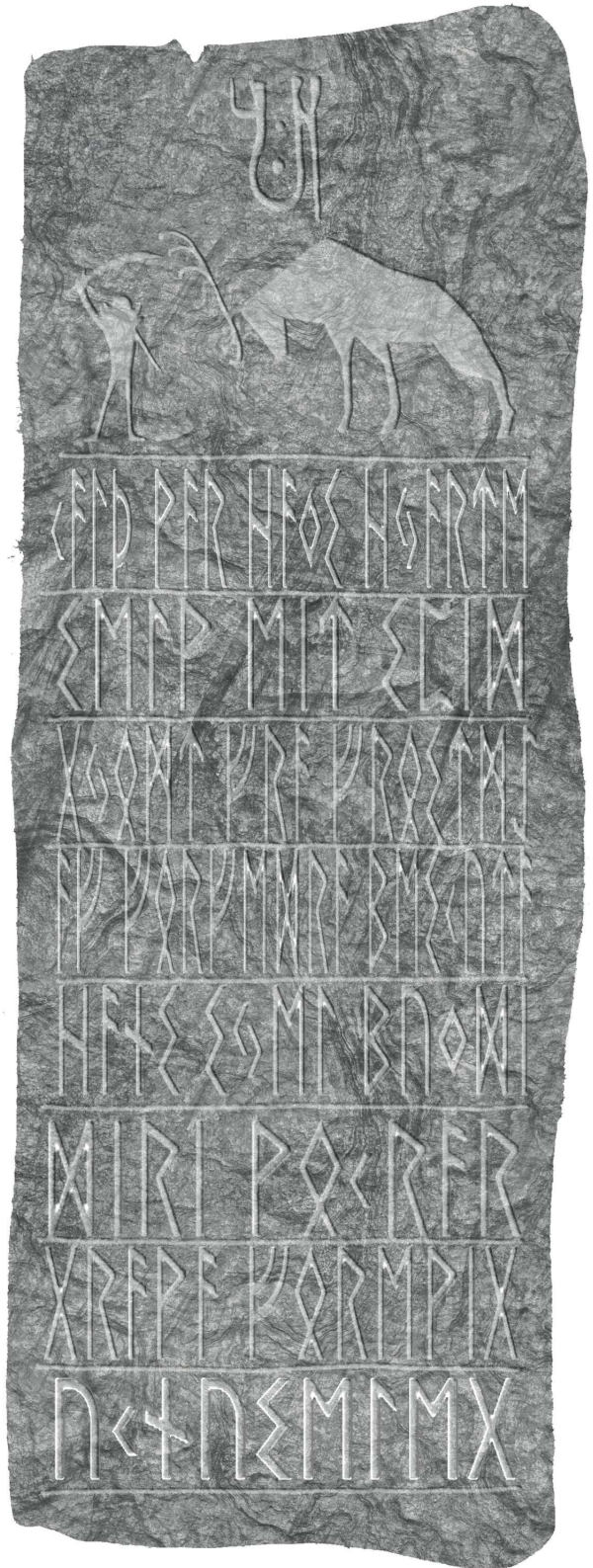
Scene B: The Warlord's Grave

Area Information

Dimensions & Terrain. The grave is a 25-foot diameter circular chamber. The ceiling tapers inwards, and at the center of the chamber reaches as high as 15 feet. Just like the corridor outside, the walls, floor and ceiling are clad in stones, and a raised stone slab adorns the center. All along the walls there are numerous small alcoves occupied by small carvings or figures.

Lid Slab. Looking at the slab in the center of the room reveals that there are faint traces of markings in the stone. Removing layer of dust and debris reveal runes, as well as a carving of a warrior embroiled in combat with some large antlered creature. The lid cannot be lifted or broken due to the enchantment.

Runes. The runes are in Reghedjic. If translated they read "So cold was his heart that even spearpoint could not stop its beating. Sealed from his mistress may the ancestor spirits forever bind his frigid soul. As long as the animals are watching, the tomb will be forevermore unbroken" (see **Appendix 6**).



The runes are also included in Appendix 6, if you want your players to attempt the challenge of deciphering, though few groups will have the time or patience.



Alcoves. There are twelve alcoves, each containing a figure.

Animal Figures. The figures in the alcoves depict one of each animal: caribou, seal, wolf, walrus, wolverine, fox, bear, elk, hare, snow tiger, musk ox and snow owl (see **Appendix 5**).

If the players don't recognize the animals the characters can do so with a DC 10 Intelligence (Nature) check.

Breaking a Figure. The figures are made of clay and seem hollow and quite brittle. Dropping them to the ground will break them. Breaking any figure apart from the caribou, elk or seal will fill that 5-foot square with a necrotic gas and the characters hear the distant sound of a wolf howling. Any character who starts their turn inside the gas must make a DC 12 Constitution saving throw, taking 3 (1d6) necrotic damage on a failed save. The gas stays in place unless moved by a burst of air.

Breaking the caribou, elk or seal figure will give no visible change, unless they are all broken (see **Breaking the Enchantment**).

DM info

Each broken figure apart from the caribou, elk or seal will add an additional animal to combat in **Scene C**.

Arcana. A DC 15 Intelligence (Arcana) check allows a character to sense the protective aura of the animal totems.

Detect magic reveals abjuration magic from the animal figures.

Religion. With a DC 15 Intelligence (Religion) check a character recalls that Reghed barbarians are buried with animal totems to protect them and their grave in the afterlife. Natives to Icewind Dale gain advantage on this check.

History. A DC 15 Intelligence (History) lets the character recall that the different Reghed barbarian tribes have their own guiding spirit animal, after which the tribe is named. The current tribes are the tribe of the Bear, the tribe of the Elk, the tribe of the Tiger and the tribe of the Wolf – though there are tales of other lost tribes, such as the tribes of the Caribou and the Seal – and who knows what else. Natives to Icewind Dale gain advantage on this check.

Breaking the Enchantment

To break the protection of the mound, the characters must smash the figures representing the caribou, elk, and seal. Breaking the enchantment is **Story Objective B**.

As they do, proceed to **Scene C**.

Scene C: The Warlord

As the enchantment is lifted, the undead Warlord Talvitoimen emerges from his grave and attacks. If the characters have broken any animal figures apart from the caribou, elk or seal, he is joined by the same number of animals.

As the final of the three figures break a small wind pick up and swirls around inside, whirling up dust and debris. Starting low, then picking up volume, a scream becomes apparent within the wind, and a spectral figure of a Warlord emerges from the stone slab in the center of the room.

The spectral creature shrieks in fury and it attacks.

Area Information

This encounter is in the Warlord's chamber. See **Scene B** for details.

Gas. If there is any gas in the chamber, the wind relocates it, and all characters must make a DC 12 Constitution saving throw, taking 3 (1d6) necrotic damage on a failed save.

Shriek. The adventurers must succeed a DC 12 Wisdom saving throw or be *frightened* by the Warlord's apparition. A character can reroll the saving throw at the end of their turns. The effect lasts until the characters succeed a saving throw.



Creature Information

Warlord Talvitoimen is a **sword wraith warrior**. Breaking animal figures will conjure either a **brown bear**, a **crag cat** or a **wolf**.

What do they know? Talvitoimen knows his own history, but nothing of the recent world.

What do they want? Vengeance.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

Very Weak: The Warlord is a **specter** with 40 hit points.

Weak: All three animals are **wolves**.

Strong: The bear is a **polar bear**.

Very Strong: The animals are a **polar bear**, a **saber-toothed tiger**, and a **winter wolf**.

Encounter Difficulty: Deadly

Goal: Epic battle

Support: None, but they can escape.

Breaking Figures. If the *bear*, *tiger*, or *wolf* figures are still intact and within 100 feet of the Warlord, he will telekinetically use his item interaction to break one on each round, summoning the respective animal in the nearest unoccupied square next to where the figure was.

The Warlord will continue to break figures until all three have been shattered.

DM info:

The Warlord breaking any other figures will not summon additional animals, but if the characters broke more, the same number additional creatures of your choice will come to the Warlord's aid.

This encounter may need to be adjusted on the fly to give all parties a suitable challenge. Consider adjusting the Warlord's hit points or using the average damage.

Consider which animal figures the Warlord will break on his first round to give the characters a harder or easier combat encounter.

Treasure

In Warlord Talvitoimen's sarcophagus they find Jökulsbrynja, (a *smoldering armor (breastplate)*), see **Appendix 7**).

Developments

If the characters flee the Warlord and the animals, they will not pursue beyond the mound. Should they leave before he is taken out, the Warlord's spirit will leave as well. The characters realize they have released some great evil upon the world.

Once the enchantment is broken and the characters leave the mound, proceed to **Scene D**.

Scene D: Wrath of the Frostmaiden

Having broken the protective magic within the mound has, all the agents of the Frostmaiden in the whole five-mile area of the *control weather*-spell will be able to home in on its caster, and within a short time such creatures will descend upon the mound. As the characters emerge from the mound, Auril's agents have already arrived.

Time Management

If you have time to spare, you can run a combat here, as Auril's minions will count anyone at the mound as an enemy of the Frostmaiden, but otherwise – unless the characters actively go to seek out trouble – they should be able to get away undetected.

Creature Information

The characters come face to face with a **white guard drake**, flanked by three **ice mephits** once they leave the crypt.

In addition, at least six **coldlight walkers** have reached the area around the mound and are working their way towards the summit. More **ice mephits** and **white guard drakes** are not far away. If Hrimgerd and her minions are still at the mound, these will all be engaged with her and her minions.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

Very Weak: Remove three **ice mephits**.

Weak: Remove two **ice mephits**.

Strong: Add two **ice mephits**.

Very Strong: Add one **white guard drake**.

Encounter Difficulty: Hard

Goal: Make it clear that the Frostmaiden is still the main threat to Icewind Dale

Support: Leaving the premise after fighting the initial group is a viable option

What do they know? The agents of Auril all realize this is the spot they have been sent to interrupt the weather magic.

What do they want? To the agents of Auril, anyone at the mound is guilty of the blasphemy in their eyes, and as such must be punished.

The giants serving Hrimgerd only want to protect her, and the hag, realizing the game is up only wants to escape, cutting her losses and hoping that what she has done up until now is sufficient to locate the cave she seeks. She escapes in a similar manner to that described in **Part 2, Scene D**, while the henchmen scatter in all directions.

Treasure

If you are playing this scenario as a 4-hour adventure, and the characters did not find the *eversmoking bottle* yet, Hrimgerd drops it as she flies away.

Developments

Staying at the mound, will make the **coldlight walkers** and other minions of the Frostmaiden notice them and attack, but they are more interested in the summit and can easily be escaped.

As the characters are leaving the mound, proceed to **Wrap-up**.

Wrap-up: Winter Returns

Once the casting stops, the weather quickly reverts to what it was before – winter and frost returning once again. Characters expecting praise for their deeds will be sorely disappointed, as most of the inhabitants of the two towns welcomed the warm spell. Characters who mouth off about their deeds, may instead find that doors are closed in their face, while shopkeepers refuse to do business with them.

Linric on the other hand will be pleased with the adventurers' actions and will offer up any payment promised. They can offer up some words of comfort to crestfallen characters:

"Trust me, it was all for the best. Those simpletons don't understand what's good for them."

Rewards

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

Character Rewards

The characters earn the following rewards:

Advancement

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

Gold

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

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

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 7**:

- *Potion of healing*
- *Smoldering armor (breastplate)*

If run as a four-hour adventure add:

- *Eversmoking bottle*

Dungeon Master Rewards

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

Dramatis Personae

The following NPCs feature prominently in this adventure.

LINRIC BELTBUCKLE (LEEN-REEC).

Halfling of unknown age and origin (he/him).

- **What They Want.** Optimally he would be self-contained, but as he needs supplies, he also needs gold. Apart from that, he wants to be left alone to his experiments and potions. He also enjoys gambling a little too much, and rather stays away from people to avoid it.
- **Neutrality.** Linric is pragmatic about life and death and would rather not interfere.
- More information on Linric and his stories can be found in several Oar's Rest-adventures, such as, but not limited to, *CCC-ARCON01-03 – Pharmacist: Wanted* and *CCC-CONMAR01-02 – Finding Linric*.

HJORTHVAR (YORTH-varr). A calm and knowledgeable Elk tribe chieftain (he/him).

- **What They Want.** Peace for the tribes and the lore to be told. The traditions must be upheld.
- **Keeper of Lore.** He believes that to prevent errors of the past, one must know what those were. As chieftain, he must both take care of those who live, and keep the stories of those who are gone.

HRIMGERD (RIMM-gehrd). Greedy bheur hag with a poor sense of directions (she/her).

- **What They Want.** To find her lost home and treasure, so she can continue her life on the material plane.
- **Modern, Independent and Poised.** Hrimgerd is a modern hag with lots of resources at her disposal. She is poised and reserved, keeping to herself, even in the coven.
- **Coven.** Hrimgerd part of a coven with Fritney-with-a-y and Bhakira Seyonce. More information on the coven can be found in *DC-PoA-KCB-MBL – The Stolen Curse* and future *DC-PoA-* modules.

HRUTH, FENRIR and ULLWE. Hrimgerd's ogre minions with their own challenges.

- **What They Want.** To perform diligently and gain praise from Hrimgerd.
- **Hruth – the Philosopher.** Ogre who always have asked the question: "What is beauty?" The obvious answer is "a pile of bones and blood", but why? (he/him)
- **Fenrir – the Excitable.** Half-ogre who easily gets excited about the little things, like a flower or how much force a skull can handle before it cracks (he/him).
- **Ullwe – the Ruthless.** Half-ogre with a horrible singing voice, and like her battleaxe, she's not afraid to use it (she/her).

THE WARLORD TALVITOIMEN

(TAHL-vee-TOY-mehn). In life a formidable foe, now an undead Warlord (he/him).

- **What They Want.** Talvitoimen, in death as in life, craves sacrifices to Auril.
- **Glory to the Frostmaiden.** Due to an ice shard in his heart, it is now frozen, and all he sees is the beauty in the ice crystals. He is bound to serve Auril by sending her sacrifices.

Creature Statistics

In addition to the stat blocks provided these monsters can be found in the *Monster Manual*:

- Brown Bear
- Ghost
- Ghoul
- Half-Ogre
- Ice Mephit
- Ogre
- Polar Bear
- Specter
- Saber-Tooth Tiger
- Veteran
- Winter Wolf
- Wolf

Bheur Hag

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

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

Saving Throws WIS +4

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

Damage Immunities Cold

Senses darkvision 60 ft., passive Perception 14

Languages Auran, Common, Giant

Challenge 7 (2,900 XP)

Graystaff Magic. The hag carries a graystaff, a length of gray wood that is a focus for her inner power. She can ride the staff as if it were a *broom of flying*. While holding the staff, she can cast additional spells with her Innate Spellcasting trait (these spells are marked with an asterisk). If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a graystaff.

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

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *hold person**, *ray of frost*

3/day each: *cone of cold**, *ice storm**, *wall of ice**

1/day each: *control weather*

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage plus 3 (1d6) cold damage.

Maddening Feast. The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Maddening Feast for the next 24 hours.

Coldlight Walker

Medium undead, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	8 (-1)

Saving Throws INT +2, WIS +3

Damage Immunities Cold

Condition Immunities Blinded, Charmed, Exhaustion, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages --

Challenge 5 (1,800 XP)

Blinding Light. The walker sheds bright light in a 20-foot radius and dim light for an additional 20 feet. As a bonus action, the walker can target one creature in its bright light that it can see and force it to succeed on a DC 14 Constitution saving throw or be blinded until the start of the walker's next turn.

Icy Doom. Any creature killed by the walker freezes for 9 days, during which time it can't be thawed, harmed by fire, animated, or raised from the dead.

Unusual Nature. The walker doesn't require air, food, drink, or sleep.

Actions

Multiattack. The walker makes two attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 14 (4d6) cold damage.

Cold Ray. *Ranged Weapon Attack:* +3 to hit, range 60 ft., one target. *Hit:* 25 (4d10 + 3) cold damage.

Crag Cat

Large monstrosity, unaligned

Armor Class 13

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Nondetection. The cat cannot be targeted or detected by any divination magic or perceived through magical scrying sensors.

Pounce. If the cat moves at least 20 feet straight toward a creature then hits it with a claw attack on the same turn, that target must succeed on a DC13 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

Spell Turning. The cat has advantage on saving throws against any spell that targets only the cat (not an area). If the cat's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect on the cat and instead targets the caster.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Sword Wraith Warrior

Medium undead, lawful evil

Armor Class 16 (Chain Shirt, Shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	9 (-1)	10 (+0)

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned, Unconscious

Senses Darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 3 (700 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

Actions

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, .or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

White Guard Drake

Medium dragon, unaligned

Armor Class 14 (Natural Armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Damage Resistances Cold

Senses Darkvision 60 ft., passive Perception 12

Languages Draconic understands but can't speak

Challenge 2 (450 XP)

Inline Subhead. Stat Block Body. The paragraphs below the data section use the Stat Block Body style.

Actions

Multiattack. The guard drake makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Appendix 1: Map of the Area

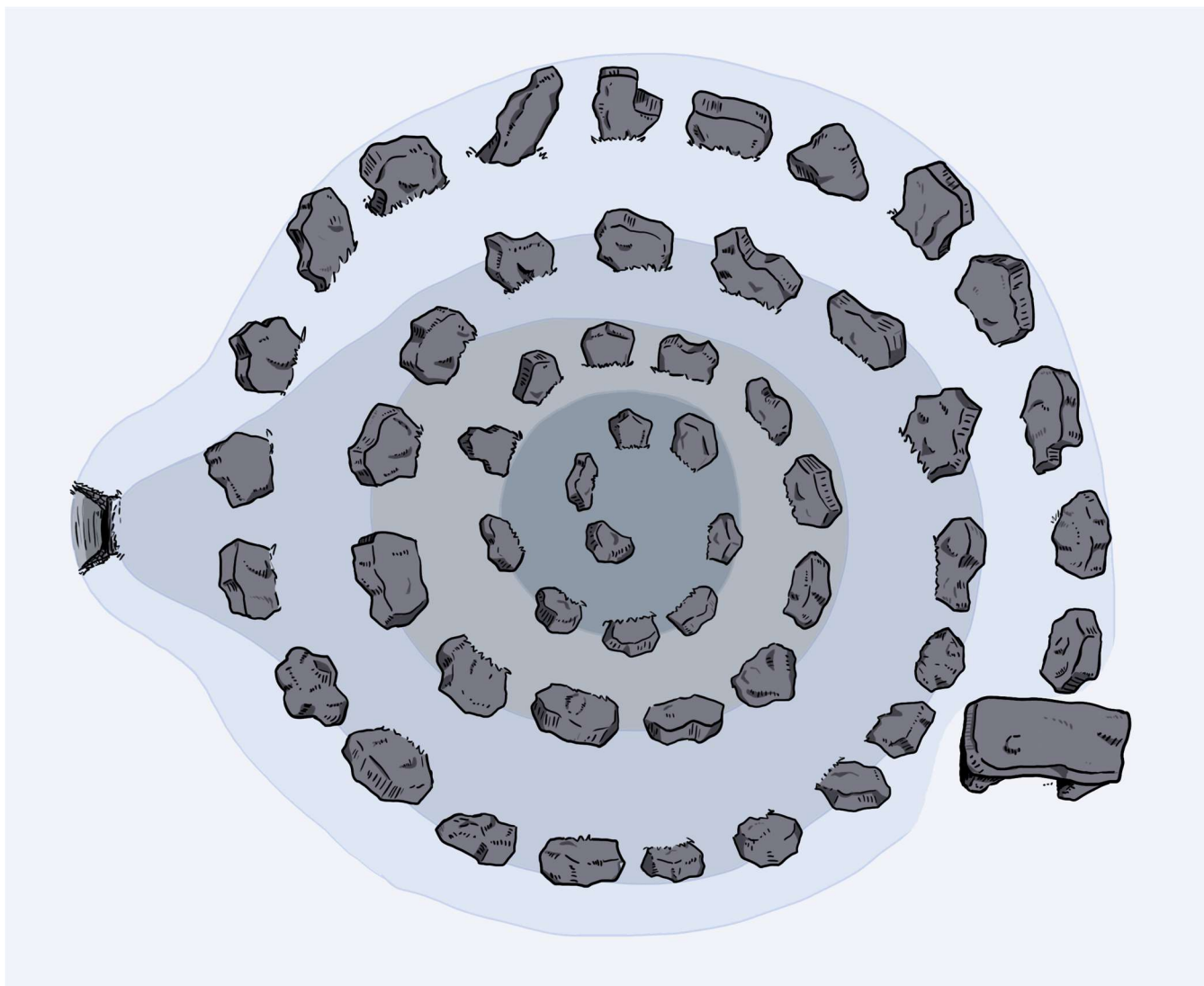
Player version:



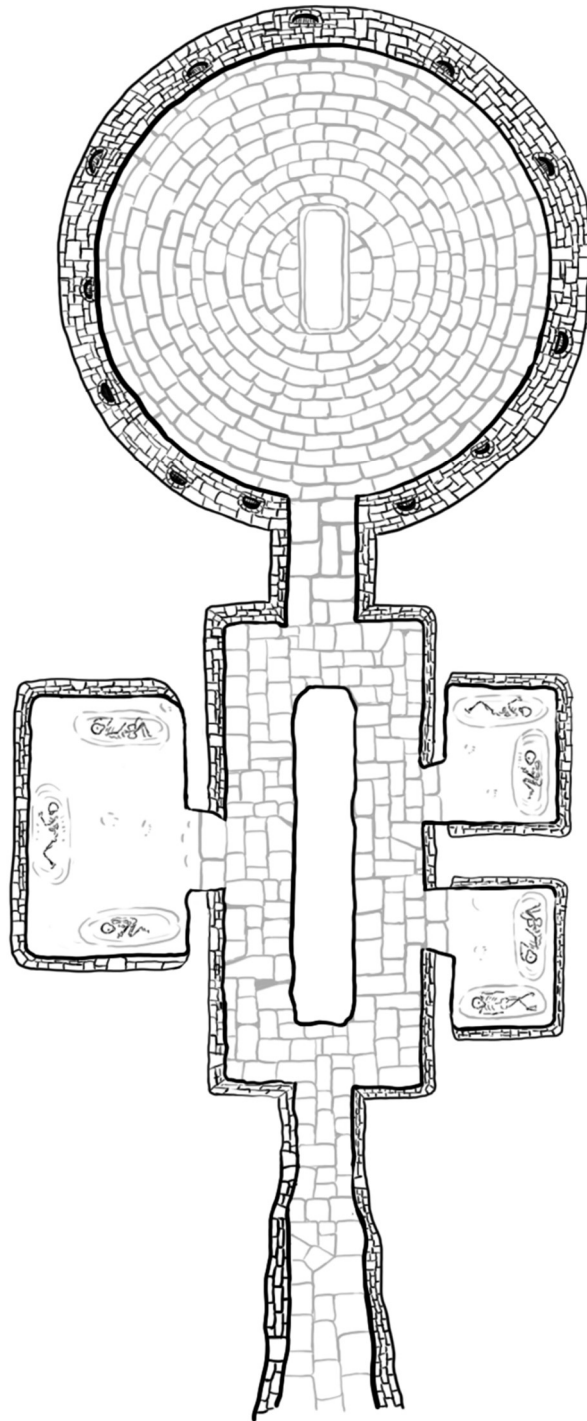
DM version:



Appendix 2: Outside the Mound

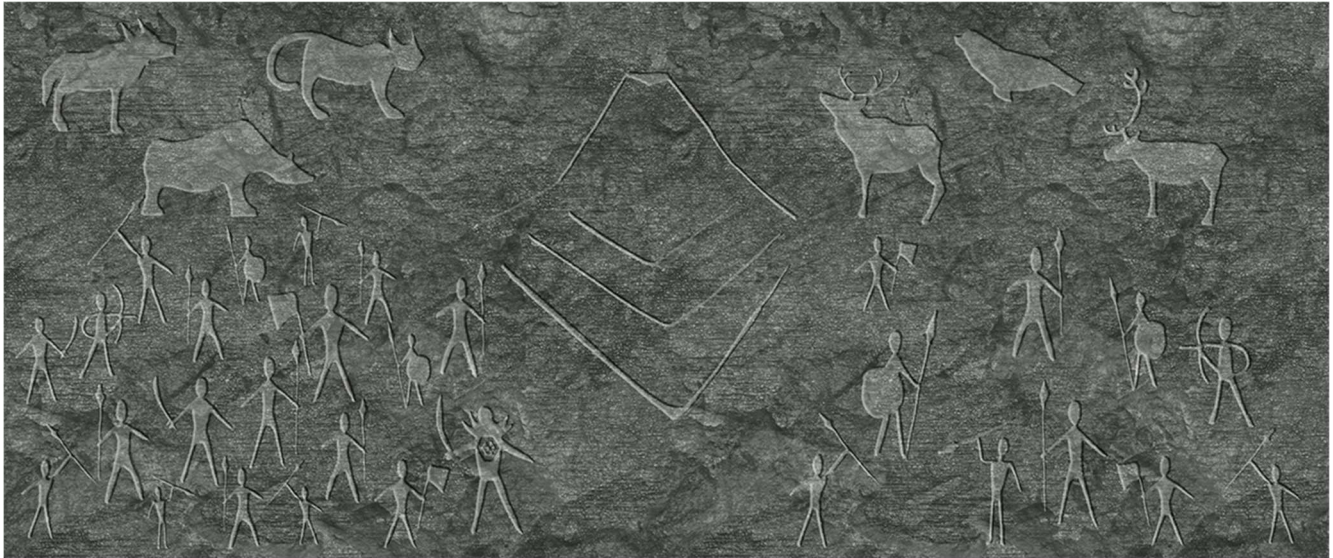


Appendix 3: Inside the Mound



Appendix 4: Carvings

LEFT WALL



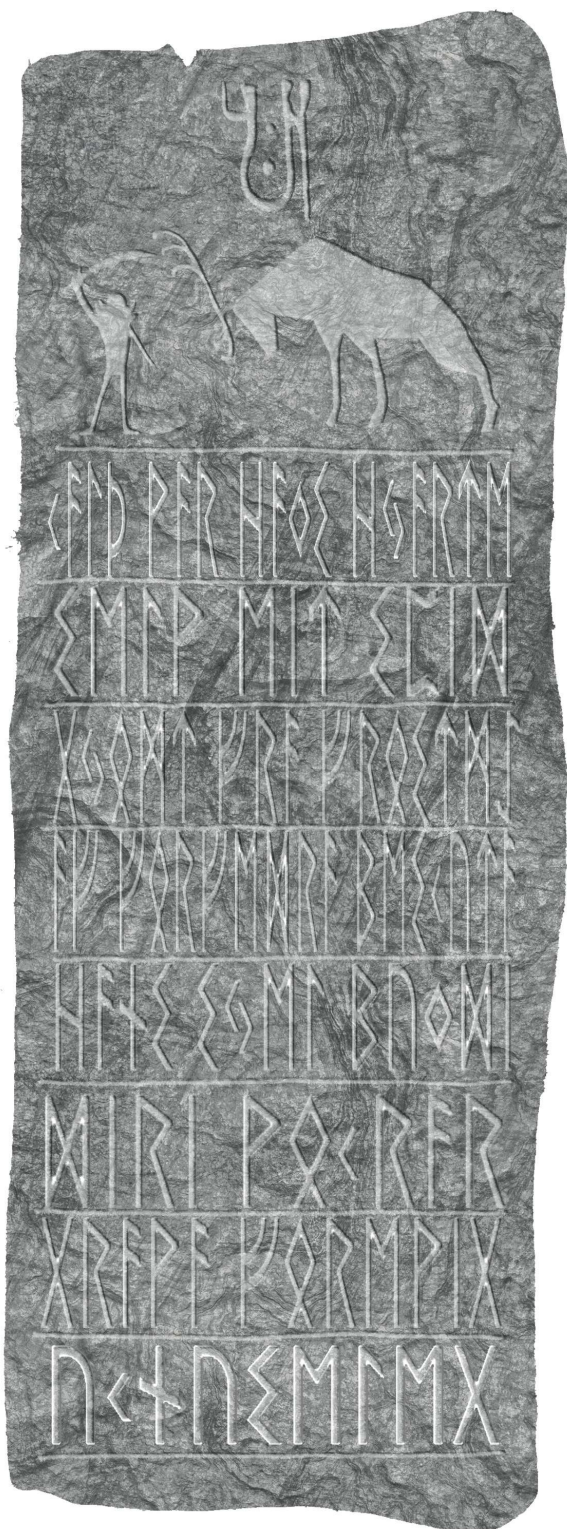
RIGHT WALL



Appendix 5: Animal Figures



Appendix 6: Runes



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 EMIP MIT ECIW
 I<M ETQXF <N+
 X<QMT PRF PRQSTMS
 FP PQRPMWRF BME<NTF
 HF+E ESMT BNDMI
 MIRI PQRFR
 XRFPF PQRMPIX
 N<+NEMMX

F	f	N	u	þ	p	f	a	R	r	<	k	X	g	P	w
N	h	†	n		i	S	j	∫	i	∫	p	Y	z	Σ	s
↑	t	B	b	M	e	M	m	∫	i	◊	η	∫	d	◊	o

Translation to common letters:

kalth war hans hjarte
 selv eit spid
 ikke stoga kuna
 gjomt fra frostmæ
 af forfedra beskuta
 hans sjel bundi
 diri voktar
 grawa forevig
 uknuseleg

Poetic translation to common:

SO COLD WAS HIS HEART
 THAT EVEN SPEARPOINT
 COULD NOT STOP ITS BEATING.
 SEALED FROM HIS MISTRESS
 MAY THE ANCESTOR SPIRITS FOREVER BIND
 HIS FRIGID SOUL.
 AS LONG AS THE ANIMALS ARE WATCHING,
 THE TOMB WILL BE FOREVERMORE
 UNBROKEN.

Appendix 7: Magic Items

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing out rewards they didn't receive during the session):

Two- or Four-Hour Adventure:

Potion of Healing

Potion, common

You regain 2d4 + 2 hit points when you drink this potion.

The potion's red liquid glimmers when agitated and it smells of lavender and thyme.

Jökulsbrynja: Smoldering Armor

Armor (breastplate), common

This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

This metal breastplate is adorned with snowflake symbols and feels cool to the touch. While metal, its sheen and color makes it look almost like it is made from opaque ice, and it constantly emits wisps of harmless, odorless frost smoke while it is worn.

Only as a Four-Hour Adventure:

Eversmoking Bottle

Wondrous Item, uncommon

Smoke leaks from the lead-stoppered mouth of this brass bottle, which weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke pours out in a 60-foot radius from the bottle. The cloud's area is heavily obscured. Each minute the bottle remains open and within the cloud, the radius increases by 10 feet until it reaches its maximum radius of 120 feet.

The cloud persists as long as the bottle is open. Closing the bottle requires you to speak its command word as an action. Once the bottle is closed, the cloud disperses after 10 minutes. A moderate wind (11 to 20 miles per hour) can also disperse the smoke after 1 minute, and a strong wind (21 or more miles per hour) can do so after 1 round.

Appendix 8: Dungeon Master Tips

To DM an adventure, you should 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 to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

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

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. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for 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 the completed the adventure or not.

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

that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League 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

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

Determining Party Strength

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