

DC-PoA-DCAF01

Let It Goat



A Dungeoncraft -
Plague of Ancients
Adventure For 1st
through 4th level
Characters



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A Dungeoncraft - Plague of Ancients Adventure

The town of Good Mead awakens to the shrill singing of a talking goat. Bothered with the incessant occurrences of awakened animals, the townsfolk turn to their guests to climb the mountain and find the culprit who woke this beast up. But were the intentions as nefarious as they seemed?

A 4 Hour Adventure For 1st through 4th level Characters

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Adventure Primer

This adventure is designed for three to seven characters, level 1 through 4, 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 in Good Mead, one of the Ten-Towns in Icewind Dale, and is based on the *Awake and Afraid* hook from the Dungeoncraft program. Only Season 10 Characters may earn rewards from this adventure if following Adventurers League rules.

Background

The generally merry town of Good Mead finds itself in a time of uncertainty. Despite their self-sufficient means of honey creation, the past two years of unending darkness has caused the entire region to suffer. In recent events, the town's speaker was killed last week and the people are anxious without leadership. The situation is ripe for a brave hero to rise and guide these people, or for a villain to grasp control of the town.

Exacerbating the situation this particular night is a disturbance in the town square that can be heard for miles. An awakened goat named Loaf screams at the top of its lungs into the dark of night, disturbing the entire village. Meanwhile, a goliath druid named Aawit (ah-AH-wiheat) is awakening animals to soothe her loneliness, unaware of the problems they are causing. Already on edge from previous singing animals sightings, the town wants it dealt with at any cost, and is already wary that this goat could be the start of many more.

Overview

The adventure is spread over 5 parts and takes approximately 4 hours to play.

- **Call to Action: The Screaming Goat.** Adventurers staying at the Mead Hall are awoken by the sudden screaming of a white awakened goat in the town square.
- **Part 1: Song Catchers.** The adventurers chase down the singing animals in Good Mead.
- **Part 2: Arguing Brothers.** The adventurers encounter two bears arguing over riddles and puns.
- **Part 3: Kingdom of Isolation.** As they climb to the top of the mountain, a blizzard sets in and the adventurers must take up lodging in a cave.
- **Part 4: Lonely Sister.** At the top of the mountain lies a ritual site where the frost druid Aawit awakens animals in the hopes of a friend. The adventurers may choose to confront her, or take her side before a nefarious plot proceeds.
- **Part 5: The Show of Snow.** The warlock who sent the adventurers up the mountain decides to take the town by force

Adventure Hooks

Here are some possible reasons for adventurers to arrive in Good Mead:

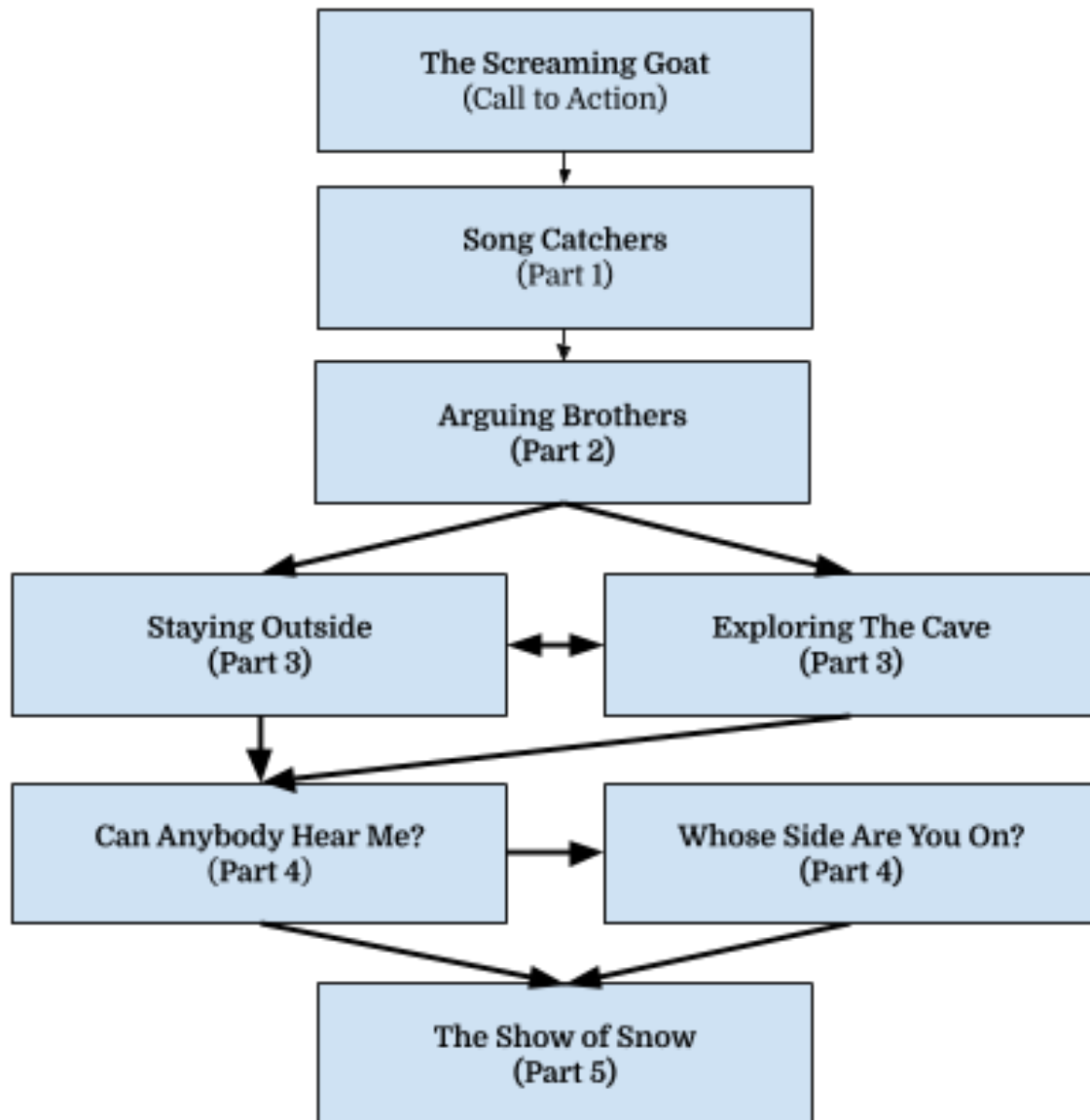
We Heard The Mead Was Good. A sweet pint is always an acceptable reason to come to Good Mead.

Election Observations. The race for speaker is heating up and draws political junkies.

Exercise of Influence. Factions may send their agents to assess the situation and ingratiate themselves to the townsfolk

Adventure Flowchart

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



Call to Action: The Screaming Goat

Outside The Mead Hall

Estimated Duration: 15 Minutes

The adventure begins with the adventurers resting at the town mead hall. The player characters should know each other before the adventure begins; allow the players to introduce themselves before reading the box text. A character may even choose to be on watch as the adventure begins.

It is a quiet night at the Mead Hall in Good Mead. A fire crackles as bees buzz, providing a continuous, but comfortable background noise as the characters rest. Campaign posters line the walls of the hall in anticipation for the coming election. While the troubles of the time are constantly on the minds of the people here, for a few hours they are put to bed. But after a few hours of rest, the sudden sound of screaming fills everyone's ears. Townspeople jump up from their repose and lights flicker through the cottages' windows. Curious eyes peer through to the street, where a goat seems to be yelling at the top of his lungs... in Common.

Area Information

This area has the following features:

Light. The sky is always dark, save for the stars and the aurora. The candlelights in the nearby cottages give off dim lighting through the Good Mead streets.

Sounds & Smells. In town, the sweet scent of meade permeates through the air constantly.

Terrain. The ground outside is covered in a sheet of snow, making difficult terrain for those without snowshoes.

Creature Information

When the adventurers leave the mead hall to investigate, they find other villagers converging on a goat. The **mountain goat** yelling in the street is named Loaf. (he/him) Several villagers leave their homes to confront the cacophony, including shield dwarf **commoner** Shandar (he/him) and human **commoner** Olivessa (she/her), the two candidates, and a half-elf **warlock of the archfey** named Malory (she/her), who was an assistant to the previous speaker, Kendrick Riel Barrow. Malory grabs the goat and reins him in.

Loaf will be singing the song in **Appendix 1**; feel free to hand out the lyrics to your players if you are not comfortable performing it. Loaf's portrayal should be passable for singing, but struggling; the source of his voice is *not* the frost druid as he says.

What do they want? Loaf loves warm snuggles and wants attention. He will interrupt players and NPCs alike when ignored. Both Shandar and Olives are troubled by the sudden noise, and would like not only for the goat to be taken back from whence it came, but for the source of its speech to be dealt with. Malory will suggest the adventurers investigate, and the candidates agree.

What if we had the elections already? Adjust the candidates' presence accordingly if any of the characters had run for speaker in the *Icwind Dale: Rime of the Frostmaiden* hardcover. If neither are available, reveal a human commoner named Hansen (he/him) who cares about the wellbeing of the Mead Hall's patrons.

What do they know? Loaf knows the mountain where he believes he was awakened. Malory and Hanson are aware of **frost druids** travelling through Icwind Dale and awakening animals

throughout the region, though those instances happened in other towns.

It's a trap! Loaf and Malory are in a plot to kill Aawit for the Ancestor's Amphitheater, the ritual area where she resides. But don't let the players know yet; that would spoil the adventure.

Some villagers have encountered other awakened animals in recent days. Some may recount the following:

- A fox singing about playing fetch with a dog
- Two hares singing about their love for crocheting
- Two wolves singing about relationships after stealing some pasta

If pressed, the town leadership looks to the adventurers to deal with the matter, both with the other animals singing through town and the source.

Playing The Pillars

Social. Players may roll Insight on Loaf but it would take a successful DC 30 Insight check to determine his deceit; Loaf has rehearsed his lines for this play. Loaf is willing to guide adventurers up the mountain.

A successful DC 15 Intelligence (Performance) check would reveal that Loaf sings very off-key, and needlessly switches keys between verses.

Exploration. A successful DC 12 Survival check will reveal Loaf's tracks down the mountain; with or without Loaf the adventurers can follow.

Combat. Combat against villagers should be disallowed at all costs. Adventurers may kill Loaf, but that does not deter Malory or Hansen from sending them on a quest to find who had awoken the goat.

the madness at its source. Loaf can lead the adventurers up the mountain to the frost druid, or they can follow Loaf's tracks. The adventurers should not know that they are playing right into Malory's hand.



MALORY, the speaker's assistant

Call to Action

Vexed by the singing goat, the villagers turn to the adventurers to deal with the other animals to stop

Part 1: Song Catchers

Musical Streets

Estimated duration: 30 minutes

Before setting off to find the source of the talking animals, the villagers ask the adventurers to deal with the others currently singing in town.

A successful DC 10 Perception check leads to these awakened animals. Guidance is provided for those who want to resolve the situation without violence. Calming the creatures down can provide insight to their awakening.

Area Information

The area has the following features:

Light. The sky is dark. Creatures without darkvision will require a light source.

Sounds. The night is now filled with other animals singing.

Fox for a Round

"Dear doggo, won't you come out and play?" yelps a fox into the night sky.

An awakened **fox** named Cloud (he/him) bounces in front of a villager's cottage asking its owner to release their dog to play.

What do they want? The fox wants some athletic activity. The owner can be convinced to release their dog with a successful DC 20 Persuasion check, or the character may make a successful DC 15 Athletics check to tire out the fox.

What do they know? They know that they were awakened by a goliath at the top of a mountain. The goliath was kind but the fox lost interest in her

lonely songs and ran down looking for someone to really play with.

Handy Fanatics

Not far from the mead hall, two hares loudly chant "Crochet, crochet crochet!"

Two **hares** named Bonnie (she/her) and Hugs (he/him) chant their love for crocheting. They insist that crocheting is better than knitting.

What do they want? The hares want to celebrate their love of knitting. With a successful DC 15 Persuasion check they can get their fill of idle chit chat, or with a successful DC 13 Dexterity (Sleight of Hand or Weaver's tools) check they can be impressed by a character's crocheting prowess.

What do they know? They know that two bears are sitting on the road between Good Mead and the top of the goliath's mountain.

Love Wolves

"Isn't this lovely?" Two wolves sing to each while standing over a stolen bag of pasta.

Two **wolves**, Donna (she/her) and Gent (he/him), sing in front of a candlelit window.

What do they want? The wolves realize that neither of them can cook. A DC 10 Wisdom (Cook's utensils) check to cook the pasta and make them stop singing.

What do they know? On their way here, they saw what looked like a walking snowman popping in and out of the snow. They are certain the goliath is not responsible.

Part 2: Arguing Brothers

Fools on the Hill

Estimated duration: 15 minutes

The adventurers climb up the mountain when the path begins to narrow. The slope and the thick bushes to either side of the path are treacherous, and it would be unwise to traverse them. But as the adventurers look forward, they first hear then see two bears loudly arguing with each other.

Area Information

The area has the following features:

Light. The night sky is dark. The aurora is obscured by tree cover here. Creatures without darkvision will require a light source to see.

Trees. The trees on either side of the cleared path are close together on the steep siding. Traversing through them to bypass the bears in front of the party will be difficult.

Slippery Ice. The ground on either side of the path is covered with refrozen snow, warning of additional difficulty of not taking the path forward.

Creature Information

Two awakened **brown bears**, Harry (he/him) and Kerry (he/him), block the path. Any attempt to simply ask to pass them is ignored as they are embroiled in a song with the lyrics in **Appendix 2** about some questions they were asked by a frost druid. They ran away from her in confusion; her attempt to tell jokes was misinterpreted as a challenge that they have to solve before facing her again.

What do they want? They will not let anyone pass them unless they can provide answers to their questions. They ask the players to answer at least three, if not all seven questions:

1. What are the most important things that a bear should take with them? *The bear necessities* (Easy) Harry had guessed that earlier and boasts if the adventurers' answer matches his.
2. What is a black bear's favorite fruit? Blackberries. (*easy*)
3. What do you call a country where everyone sleeps all winter? *A hibernation* (*easy*) Kerry is pleased that the answer is only barely bear-related.
4. What do you call a bear that walks around asking people to fill out surveys? *A "polar" bear* (Easy/Medium) Both bears guffaw if presented with this answer
5. What would a bear love to use to groom his hair? *A honeycomb.* (Medium) Harry feels stupid for not getting this one.
6. What do you call a story where eleven bears work together to reach a beehive? *A honey heist.* (Medium/Hard) Kerry notes that he feels like that one wasn't intuitive.
7. How much honey could a honey bear bear if a honey bear could bear honey? There is no right answer, but they're happy to at least have something to tell Aawit. They compliment the adventurers for talking through their process.

What do they know? They know that they were awakened yesterday by a woman named Aawit near the top of the mountain.

The woman presented them these "riddles" for them to solve. Not knowing the answers as she stared them down they fled. They will not part with any information about Aawit until the adventurers solve their riddles. When asked about Loaf, they only shrug; they know they weren't the first awakened animals.

Playing The Pillars

Social. The bears will allow the adventurers to pass if they solve their riddles. When not presented with

correct answers, a successful DC 15 Deception check can make them think that the answers given to them are correct. If the riddles are solved correctly, a successful DC 14 Persuasion check to bring the bears along with them.

The bears do not recognize Loaf, but may surmise that Aawit may have awakened more animals since their awakening. A successful DC 15 Intelligence (Performance) check would reveal that the bears can sing on-key. Loaf offers distracting and wrong goat-based answers.

Exploration. If adventurers do not want to engage the bears in either conversation or combat, they are welcome to traverse the sides of the path; if they do so, they must make DC 15 Constitution saving throw; on a failure, characters take 1 point of exhaustion. A successful DC 15 Survival check from where they are standing reveals two sets of hoof tracks; one going downhill along the path and one going up the hill along the steeper sides. Loaf deflects that there are plenty of mountain goats on this mountain.

Combat. Impatient adventurers can always fight the bears; since they were awakened by Aawit she would be displeased to hear that the adventurers killed them and they would have disadvantage on Charisma checks with her if she finds out.



HARRY the bear

Part 3: Kingdom of Isolation

You Really Can't Stay

Estimated duration: 1 Hour

You find yourselves halfway up the mountain. As you look up you can see near the top some large stones set upright in a formation, though more than half of it is blocked by the cliffside. As you stare up at the heavens at the aurora, you notice the clouds coming in and obscuring the sky. When the snow begins falling it makes everything even hazier. Towards the next cliff, you notice what appears to be a cave. What would you like to do?

The blizzard will last 4 hours, and the adventurers are presented with a choice: to set up a camp where they are and wait for the storm to pass, or to explore the cave in front of them? (Or, if time permitting, *both*).

Choice 1. Staying Outside

Staying outside of the cave is an option, but should be discouraged if the characters are unprepared to weather the storm. If the characters do not set up a tent, they must make a DC 10 Constitution saving throw; on a failure they take 1 level of exhaustion. Use **Appendix 6** for the map of this area.

Area Information

The area has the following features:

Light. The night sky is dark. The aurora is obscured by tree cover here. Creatures without darkvision will require a light source to see.

Blizzard. Snowy conditions obscure the characters' view, reducing visibility to 30 feet. Perception checks relying on sight are at disadvantage.

Nearby cliff. Twenty feet south of the party is the cliffside. Clever maneuvering may be used to get the troll close to it to be pushed off the edge.

Creature Information

Whether a tent was set up or not, after 2 hours a **troll** named Glacier (he/him) walks down the mountain. As it approaches, characters with a Passive Perception of 13 begin hearing a song in Giant; if any character understands it, they hear the lyrics of **Appendix 3**. If it is not engaged in social interaction or if the characters do not successfully hide from it, it attacks.

Treasure. If Glacier flees or is killed, he drops a *pole of angling* from his back. Glacier may be convinced to part with the item if traded five portions of rations.

Adjusting the scene:

- **Very weak/weak:** Glacier is an **ogre**
- **Strong/very strong:** add one **ogre**

What does he know? They have a passing acquaintance with Aawit the frost druid; she taught him how to sing. But he doesn't bring it up if he isn't asked.

What does he want? The troll is hungry. He wants to eat the adventurers, but can settle for Loaf or any other beast on hand.

Choice 2. Exploring the Cave

The adventurers find a cave to take shelter from the storm, but it is occupied by a pack of wolves. If they

are unable to make peace with them, a battle may occur. Use **Appendix 7** for the map of this area.

Area Information

The area has the following features:

Light. No light is available, but the icy walls are fairly reflective.

Stone walls. Solid stone lines the walls of the cave. Ancient drawings of animals and giants are carved into the stone.

Floor. Evidence of recent wolf activity can be found on the ground. Some fur also lies along the cave floor.

A1. Ledge Upward

There is a twenty-foot ledge to the left of the entryway. Creatures with a flight speed, climbing speed, or who make a successful DC 14 Athletics check can climb to the top of this cliff; climbing gear will allow characters to make the check with advantage. From here, there is a spiraling staircase leading to Room A3.

A2. The Spiraling Slope

Leading to the right of the entryway is a 45 feet long spiraling slope leading to room A3. A successful DC 13 Survival check reveals wolf tracks upwards. The first adventurer walking up the slope will incur an Iccle Trap if not careful.

Iccle Trap

Trigger. A creature walks forward 20 feet into the spiraling staircase without succeeding on a successful DC 12 Stealth check. Their steps shake the ice enough for it to fall.

Effect. The creature must make a DC 12 Dexterity saving throw. On a failure, the creature takes 1d12 piercing damage from falling

Countermeasures. The icicles can be spotted with a Passive Perception of 13 or higher. They can be preemptively knocked down if hit with a ranged attack. (AC 10)

A3. Den of Wolves

In this room, four **wolves** have made their home. They are sleeping when the adventurers enter; a successful DC 14 Stealth check can be made to navigate the room without disturbing them.

Adjusting the scene

- **Very weak:** remove two wolves
- **Weak:** remove one wolf
- **Strong:** add one wolf
- **Very strong:** add a winter wolf

What do they want? If social means are available, they will reveal that they are hungry and would like sustenance. Goodberry or rations for each of them would be enough to convince them that players are friendly. If no social overture is made, they attack when they realize intruders are here.

What do they know? None of these wolves are awakened, but they do know that there is a goliath who resides at the top of the mountain alone. They say there used to be two, but they hadn't seen the second one in a few ten-days.

Treasure. In the middle of the sleeping wolves is a skeleton holding a *pole of angling*.

Part 4: Lonely Sister

Can Anybody Hear Me?

Estimated duration: 30 Minutes

As you approach the top of the mountain, you begin hearing a somber tune become slightly louder and louder. Once at the top you find yourself in an ancient amphitheater, the stones covered by a layer of snow. At center stage, a goliath druid sings her song to sky, hoping someone out there may be listening.



AAWIT, the Goliath frost druid

Area Information

Use **Appendix 8** for the map of this area.

Light. Though the sky is dark as ever, magical orbs float around the stage, illuminating the goliath at the center.

Stone steps and seating. This amphitheatre may be centuries old. Lyrics in Giant are inscribed into the siding. Snow glazes the top of the stones.

Cliffside. The cliffside is 20 feet behind the stage. Throwing enemies off the edge is an option.

Creature Information

The **frost druid** Aawit (she/her) sings a song in Common about loneliness; see the lyrics in **Appendix 4**. Whether the encounter turns to combat or conversation first is up to the adventurers. A **giant owl** hovers overhead.

Adjusting the scene

Very Weak: remove the **giant owl**. 3 **mountain goats** join the attack.

Weak: remove the **giant owl**. 2 **mountain goats** join the attack.

Strong/Very strong: add one **giant owl**

What does she want? Aawit has been the steward of the Goliath Stage for years, but rarely travelled into town, content with singing with the animals and her family. In recent days, Aawit has been lonely because her sister Sayaw (Sa-YOW) has gone away to be with her lover. She has been animating animals and teaching them how to sing, but finds that most of them lose interest and go away; in the instance of Harry and Kerry, this is a misunderstanding.

What does she know? She knows that the Ancestor's amphitheater bestows both singing talent and awakening to animals; it can also be used to augment transmutation spells. She is unaware of the turmoil the animals may have been causing in Good Meade.

She did not animate Loaf and does not recognize him if brought up. When she hears Loaf's

voice, she shudders and notes she would never awaken a mountain goat.

Playing The Pillars

Social. Aawit is wary of outsiders, but is not hostile without reason. With enough reasoning and a successful DC 13 Persuasion Check (disadvantage if she learns either bear was killed, advantage if any awakened animal is present), Aawit lets down her guard and explains her actions. With a second Persuasion Check (DC 13) she can be convinced to stop awakening more animals.

A successful DC 15 Intelligence (Performance) check reveals that she sings perfectly on-key, even if the DM does not.

Exploration. The standing rock formations at the edges of the circle can be used as cover for those interested.

Combat. If combat ensues, a **giant owl** swoops in from above to aid Aawit. They begin combat hovering 15 feet above the characters.

Whose Side Are You On?

Estimated duration: 30 Minutes

Though you may have assured peace with the frost druid, you turn around and notice the goat appearing completely irate. He begins badmouthing the party as it huffs and puffs. "What do you think you're doing? That's not what's supposed to happen! Why aren't you following the script?" Alongside him, mounds of snow begin rising from the ground before forming appendages. This makeshift snowman glares coldly at the party.

If Loaf has not been killed, whether or not he came along with the party, he interjects if the players do not engage Aawit in combat. He appears flustered,

telling the adventurers that they've ruined all their plans, and now must kill them all. Climbing up the path behind him is a snow golem.

Hovering lanterns light up the amphitheater and can be used as flasks of oil to add fire damage. Point out to players that torches can be used to add fire damage. Aawit's **giant owl** closes in on the snow golem at the start of combat, allowing characters time to figure out the snow golem's resistances. Aawit should help if the party struggles to do damage.

If defeated, Loaf reveals Malory's plan for the adventurers and Aawit to kill each other, so that she may take control. Before dying, it coughs and swears that Malory will defeat the characters.

Adjusting the scene

- **Very weak:** Add 2 **giant owls** to distract the snow golem at the start of combat
- **Weak:** Add 1 **giant owl** to distract the snow golem at the start of combat
- **Strong:** add one **mountain goat**
- **Very strong:** add two **mountain goats**

Transitioning To The End

If Aawit is not killed, either she or the bears return to the town to either apologize for the awakening animals or to deal with Malory; one of them must stay behind to guard the amphitheater. If the party is weak or very weak, allow them to take a long rest; otherwise, allow them to take a short rest.

Part 5: The Show of Snow

Unwelcoming Party

Estimated duration: 30 Minutes

The journey home was uneventful until you hear screaming from Good Mead. As it comes into your view, you see people running through the streets, chased by either icy flying imp-like creatures.

Use **Appendix 8** for the map of this area. Whether the adventurers discover that their quest was a ploy, they return to Good Meade with the town in chaos. As they approach, they see four **ice mephits**. The mephits threaten villagers they meet in the street and corner a **commoner** named Martha (she/her).

Treasure. Martha grants one *potion of healing* to the party if they assist her.

Adjusting the scene

- **Very weak:** remove two **ice mephits**
- **Weak:** remove one **ice mephit**
- **Strong:** add one **ice mephit**
- **Very strong:** add one **ice golem**

The Grand Finale

Estimated duration: 30 Minutes

Use **Appendix 10** for the map of this area. Following the sounds leads to the Mead Hall, where an **ice mephit** is tying up villagers as the **warlock of the archfey** Malory sings to the lyrics in **Appendix 5**; she is gloating as her minions take over the town. Two **ice mephits** are playing ice saxophones to a jazzy beat.

Adjusting the scene

- **Very Weak:** remove two **ice mephits**
- **Weak:** remove one **ice mephit**
- **Strong:** add one **ice mephit**

- **Very strong:** add two **ice mephits**

Combat adjustments assume that the characters are accompanied by Aawit or the bears. Adjust the difficulty based on the available NPCs.

What do they want? The villagers want to be freed, but Malory has been mistreated and disrespected by them in her years as the speaker's assistant. Malory wants to keep them under her thumb, and is disappointed that the adventurers came back, with or without Aawit. Aawit recognizes Malory as a girl who was jealous of her druid powers since childhood; Aawit's death would have been icing on the cake for Malory.

Playing The Pillars

Social. Malory is motivated by years of being overlooked by the speaker and the other villagers. A sequence of three successful DC 15 Charisma (Persuasion or Deception) checks can be used to break her resolve and avoid combat.

Exploration. A successful DC 13 Group Stealth check can be used to sneak around the perimeter of the ice mephits and reach Malory from the opposite side.

Combat. Malory orders her ice mephits to engage her opponents in melee combat while using her spells at range. Torches are burning around the town to illuminate the streets; the characters may want to use them against the ice mephits.

Wrap-Up

Whether Malory is defeated or convinced to end her reign of terror, both candidates are ecstatic to be alive and that the town has returned to peace. They are treated to endless mead for an evening, and their living expenses covered for the next few days. Villagers pool money together to pay for their adventuring fees.

If Aawit survives, the villagers invite her to visit and perform in Good Mead at her leisure. She is

excited to have interpersonal connections again and becomes a fixture in the town.

If Malory is convinced to stand down, she turns herself in willingly. She will then be sent to Revel's End for imprisonment.

Treasure. If Malory is defeated, the adventurers find a pair of *boots of the winterlands* on her. If she reconciles with the town, she gifts them to the players.

Rewards

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

Character Rewards

Advancement

Upon completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; 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:

- *Boots of the winterlands*
- *Pole of angling*
- *Potion of healing*

Dramatis Personae

The following NPCs feature prominently in this adventure.

Aawit (ah-AH-wheat). A goliath frost druid, she watches over the Ancestor's Amphitheater.

- **What she wants:** Aawit longs for company as she maintains her duties; her sister leaving the site has left her lonely.
- **Awakener of Animals:** She is the culprit of most of the sudden awakened animal appearances, though she meant no harm

Bonnie and Hugs. Two hares who love to crochet.

- **What they want:** They want to crochet a scarf to keep warm.
- **They do not knit:** They get insulted when others say that knitting is better than crocheting.

Cloud. An energetic fox.

- **What he wants:** Cloud wants a friend and a playmate.
- **Blends in with the snow:** When threatened violence he burrows into the snow. Once the threat disappears he goes about again looking for trouble.

Donna and Gent. Two wolves singing about their love for one another.

- **What they want:** The wolves want a pasta dinner.
- **Celebration:** The evening of the adventurer is their six moon anniversary.

Harry and Kerry. A pair of brown bear siblings.

- **What they want:** Challenged by Aawit with riddles, the bears seek answers.
- **Second language learners:** Having just learned Common they do not have experience with the humor and nuance within the language.

Loaf. An awakened goat who angers the town with his noisy singing.

- **What he wants:** Loaf's goal is to remove the adventurers from the town and have the frost druid killed in the process, at the behest of his master Malory.
- **Untalented:** Not awakened with the powers of the Ancestor's Amphitheater, he was not bestowed with any singing ability.

Malory. A warlock of the archfey who worked for the previous town speaker.

- **What she wants:** Mocked for years for her meek demeanor and unremarkable appearance, she wants to take over Good Mead and bring vengeance on the townspeople who mistreated her.
- **Power hungry:** She recognizes the power of the Ancestor's Amphitheater and wishes to harness it for her own transmutations.

Olivessa and Shandar. Two townsfolk running for election in the wake of the previous speaker's passing.

- **What they want:** Both believe reining in the awakened animals is in the best interest of the town.
- **Secret agent:** Shandar works closely with the Zhentarim in Targos and may alert them of the events of this night.

Creature Statistics

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)	11 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (0 XP)

Actions

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

Brown Bear

Large beast, unaligned

Armor Class 11 (Natural Armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.

Fox

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	16 (+3)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +5

Senses Darkvision 60 ft., passive Perception 13

Languages -

Challenge 0 (10 XP)

Keen Hearing. The fox has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

Frost Druid

Medium humanoid (human), any alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., 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 60 ft. (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 spell (3 slots): *hallucinatory terrain, ice storm*

5th level (1 slot): *awaken*

Actions

Multiattack. The druid makes two melee attacks.

Ice Sickle (Human 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- a 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.

Giant Owl

Large beast, unaligned

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 5 ft., fly 60 ft..

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +4

Senses Darkvision 120 ft., passive Perception 15

Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

Challenge 1/4 (50 XP)

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

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

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Hare

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
1(-5)	17 (+3)	9 (-1)	2 (-4)	11 (+0)	4 (-3)

Skills Perception +2, Stealth +5

Senses passive Perception 12

Languages -

Challenge 0 (10 XP)

Escape. The hare can take the Dash, Disengage, or Hide Action as a bonus action on each of its turns.

Ice Mephit

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities Bludgeoning, Fire

Damage Immunities Cold, Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting. (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Mountain Goat

Medium beast, unaligned

Armor Class 11

Hit Points 13

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.

Ogre

Large giant, chaotic evil

Armor Class 11 (Hide Armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses Darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Snow Golem

Medium construct, unaligned

Armor Class 8

Hit Points 39 (6d8 + 12)

Speed 10 ft.

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

Damage Vulnerabilities fire

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

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

Senses blindsight 60 ft. (blind beyond this radius), passive perception 8

Languages -

Challenge 3 (700 XP)

Cold Absorption. Whenever the golem is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

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

Melt. When in an area of extreme heat, the golem loses 1d6 hit points at the start of each of its turns.

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

Actions

Multiattack. The golem makes three melee attacks.

Slam. *Melee Weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage plus 7 (2d6) cold damage.

Troll

Large giant, chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 84(8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses Darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

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

Warlock of the Archfey

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Senses passive perception 11

Languages any two languages (usually Sylvan)

Challenge 4 (1,100 XP)

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

At will: *disguise self*, *mage armor (self only)*, *silent image*, *speak animals*

1/day: *conjure fey*

Spellcasting. The warlock is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14; +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights*, *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*
1st-5th levels (3 5th-level slots): *blink*, *charm person*, *dimension door*, *dominate beast*, *faerie fire*, *fear*, *hold monster*, *misty step*, *phantasmal force*, *seeming*, *sleep*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Wolf

Medium beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 11 (2d8 + 2)

Speed 40 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 wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated. The cat can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

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.

Winter Wolf

Large monstrosity, neutral evil

Armor Class 13 (Natural Armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities Cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

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

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated. The wolf can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5–6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Appendix 1. Good Day In Goodmead

It's a good day in Good Mead

We've got honey and a tavern full of bees

Everywhere you turn, there's a friendly face to greet

And every sip of mead is exceptionally sweet

It's a good day in Good Mead

We have everything we want, we have everything we need

If we keep trying our best, fate will take care of the rest

'Cause you know our lives are blessed here in Good Mead

**don't worry about what tune to use; sing this badly*

Appendix 2. Think, Think, Think

Think, think, think

What could be the answer here?

Think, think, think

Well sadly it isn't clear

Think, think, think,

I wonder what could it be

Think think think,

Well how would I know, beats me

**to the tune of La Raspa*

Appendix 3. Fee-Fi-Fo-Fum

FEE-FI-FO-FUM

I smell a while of ale and rum

FEE-FI-FO-FUM

I see some people on the run

FEE-FI-FO-FUM

I hear the screams, I'm right on their heels

FEE-FI-FO-FUM

I can just taste my upcoming meal

**somewhat to the tune of 'One, Two, Buckle My Shoe'; lengthen as necessary*

Appendix 4. Can Anybody Hear Me

Can anybody hear me?

Does anybody care?

I care for this old place alone, all on my own, how is this fair?

I wish I had somebody that would clap along to the tune I am singing to~

Can anybody see me?

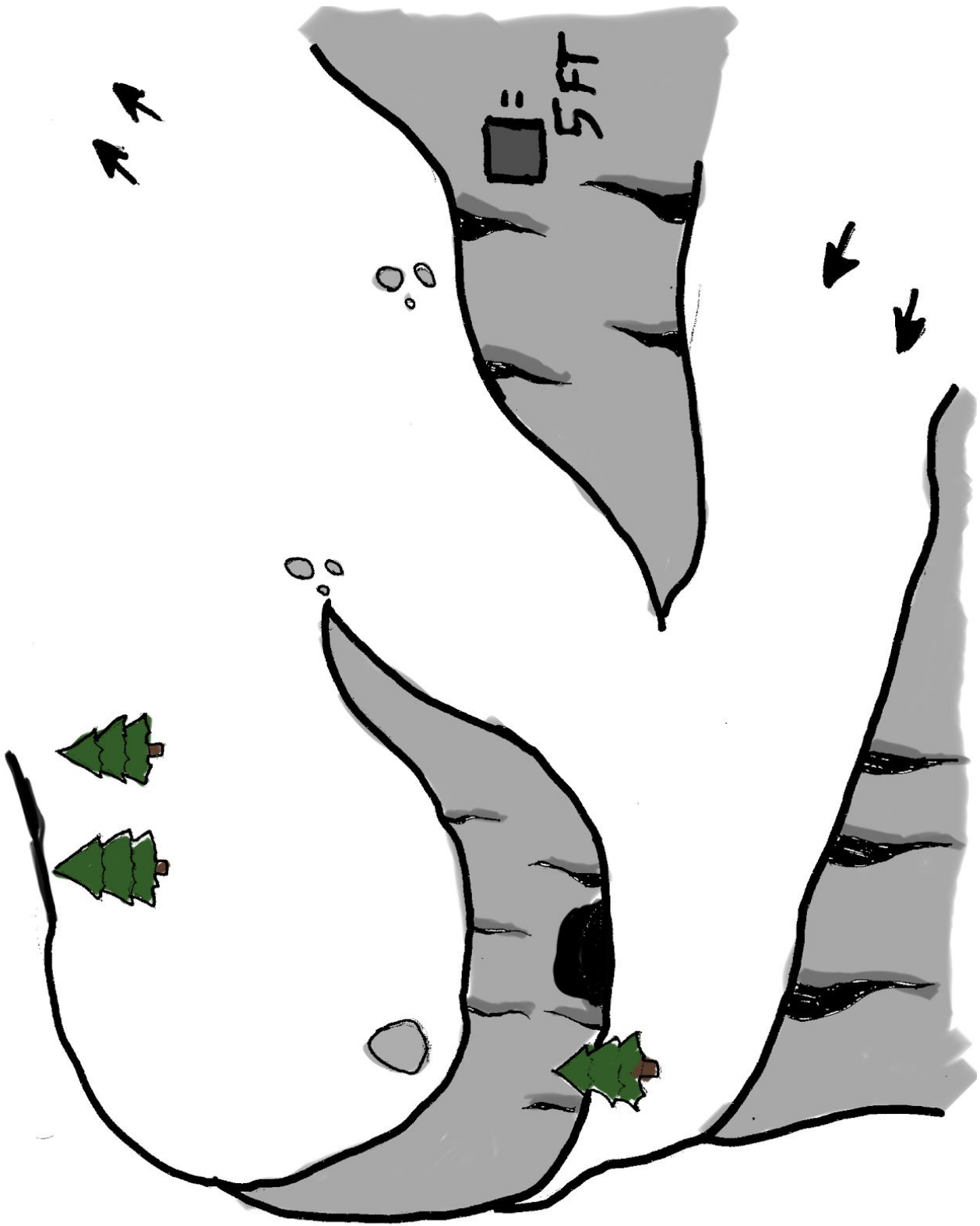
Can anybody hear me?

Appendix 5. Speaker Me

*Speaker me, magical me, Speaker of Good Mead
Finally, no enemies to intercede
So after years of my rage
My opponents stuck in a cage
Exact revenge on all who have misjudged me*

*Speaker me, magical me, Speaker of Good Mead
No hired guns or tired puns, just Malory
They followed that stupid goat
And then got cut in the throat
Or else they all up and froze, so speaker me*

Appendix 6. Braving the Storm

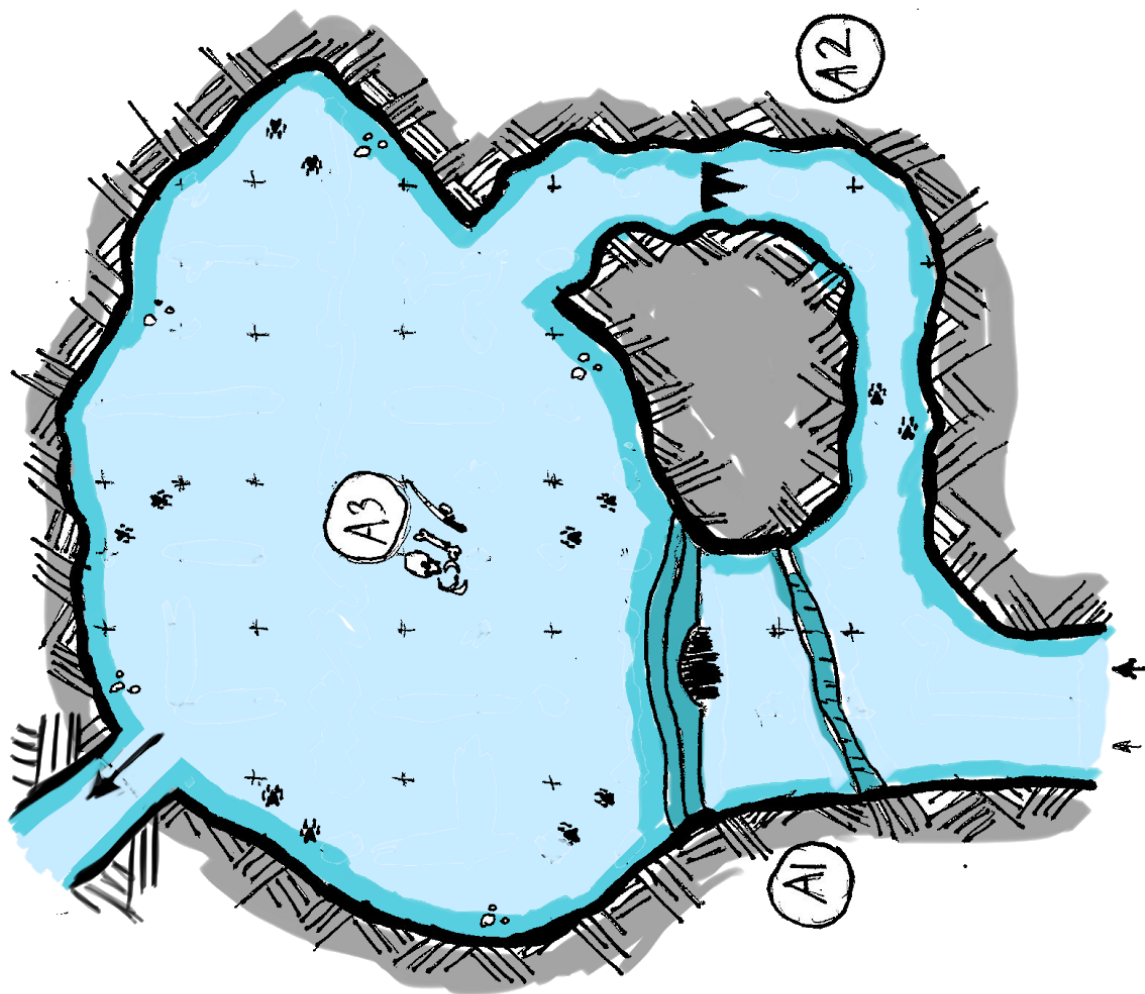


Appendix 7. Exploring the Cave

EXPLORING THE CAVE

W = ICE
TRAP

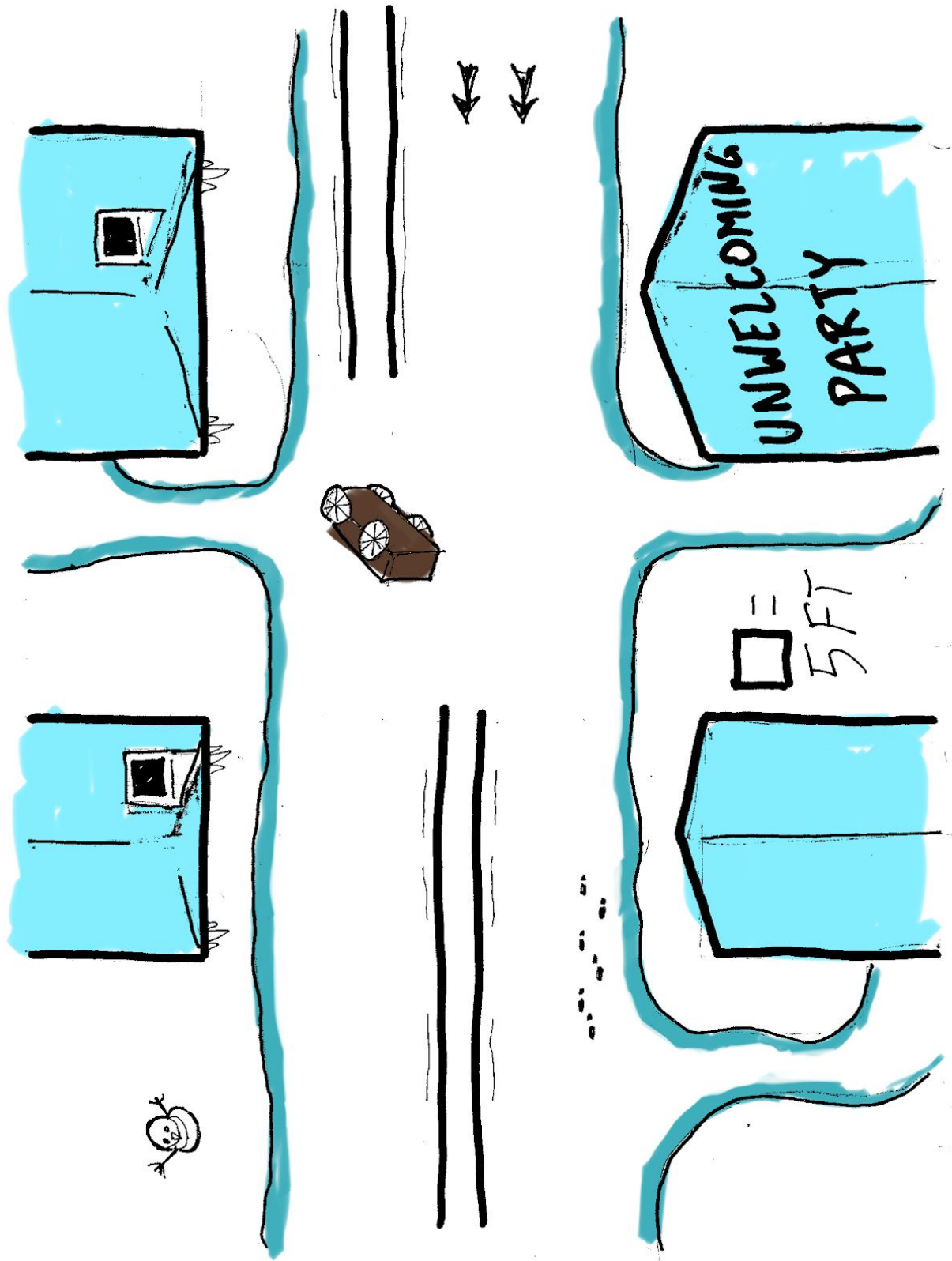
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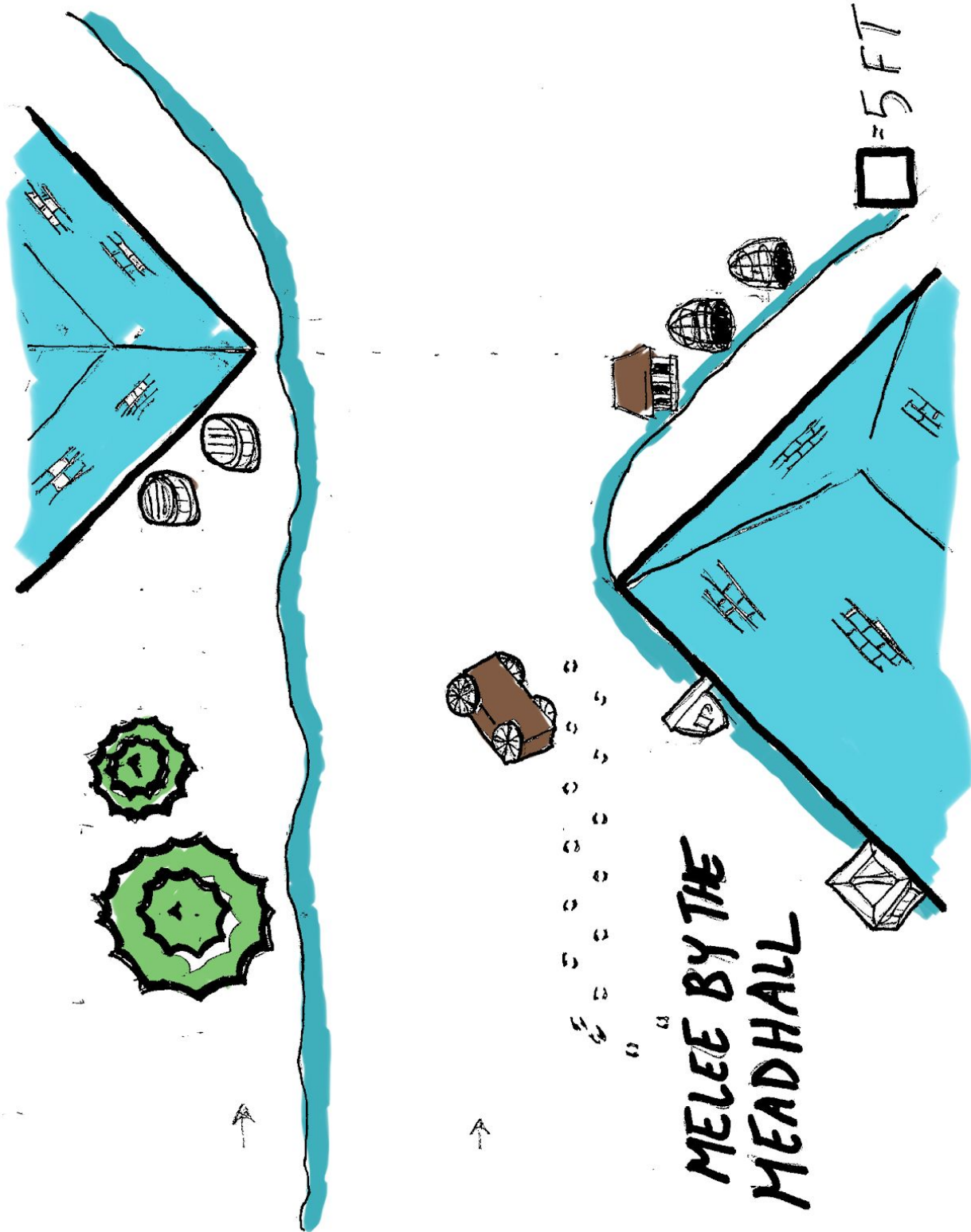
Appendix 8. The Ancestor's Amphitheater



Appendix 9. Unwelcoming Party



Appendix 10. Melee By the Meadhall



Appendix 11: Dungeon Master Tips

To DM an adventure, there is no minimum or maximum player count, but each player must have their own character within the adventure's level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play but if they play a different hardcover adventure, they **can't return** to the first if outside its level range.

New to D&D Adventurers League?

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

New to the Annual Storyline?

<http://dndadventurersleague.org/storyline-seasons/rime-of-the-frostmaiden/>

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in combat. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Perception score, and anything the adventure 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 they 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