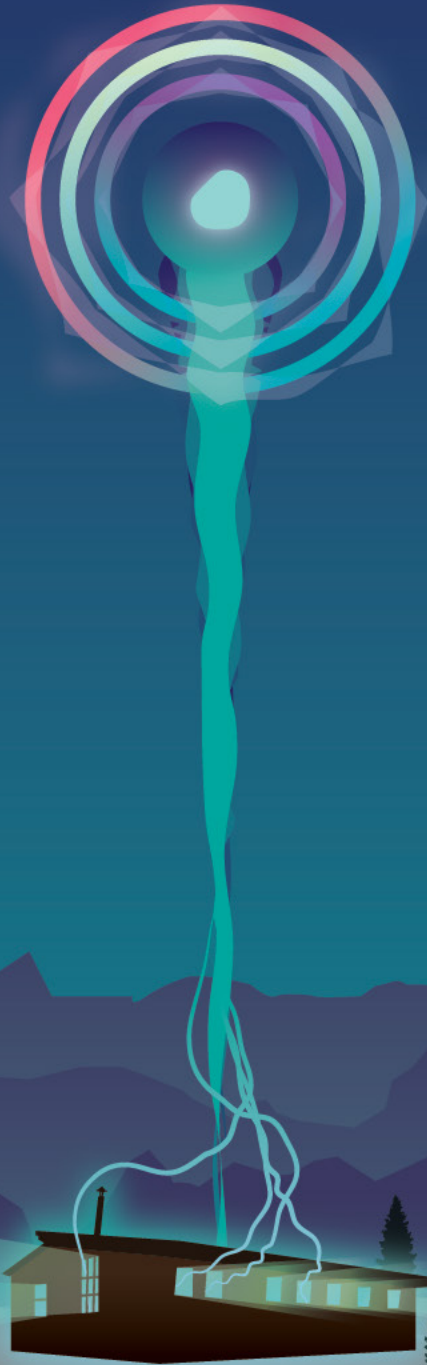


THE COLDLIGHT STAR

DC-POA-LEGIT-SV-01



A FOUR-HOUR ADVENTURE
FOR LEVEL 1-4 CHARACTERS

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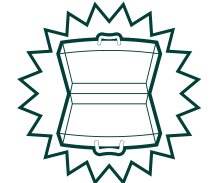
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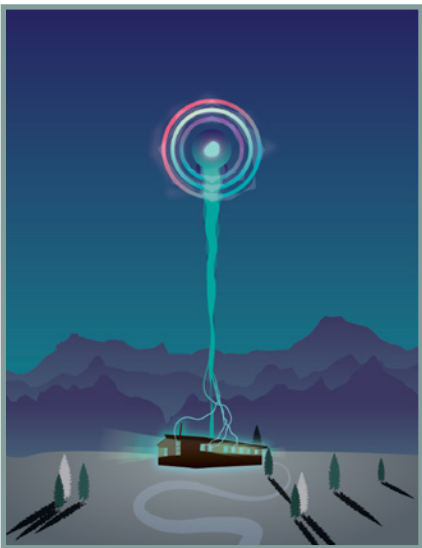
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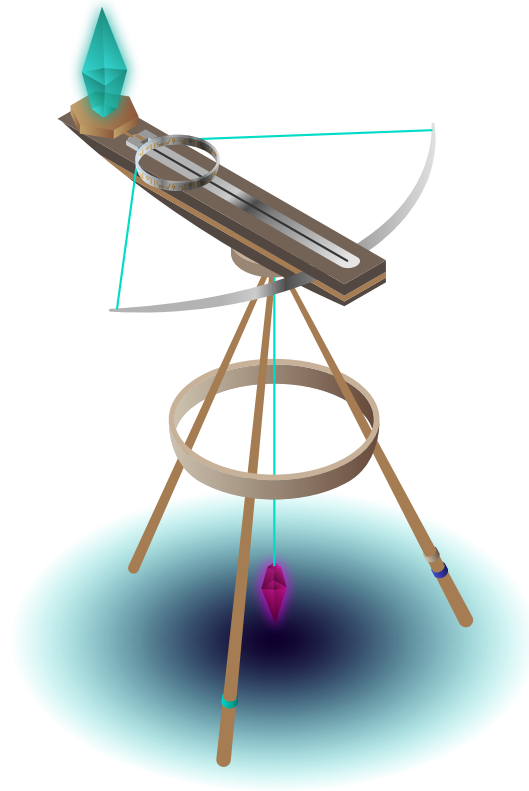


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THE COLDLIGHT STAR



A day of unusual warmth slices through the everlasting rime, giving the town of Termalaine a ray of hope. But only a fool would think breaking Auril's hold would be easy. Can you weather what mortal hubris has wrought? Or will Termalaine be undone by... The Coldlight Star.

A Four-Hour Adventure for Tier 1 characters. Optimized for APL 3.

ADVENTURE PRIMER

This adventure is designed for three to seven 1st- to 4th-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 in various locations in Icewind Dale- the town of Termalaine, the secluded Black Cabin, as well as the general Icewind Dale wilderness.



BACKGROUND

This adventure comes in the aftermath of the **Black Cabin** quest¹. In that quest, adventurers are sent by **Copper Knobberknocker** to the Black Cabin to check on his former employer, Macreadus, who is found to be incinerated by his invention, *The Summer Star*. The adventurers fix the design flaw in the Summer Star, which expends itself in a blaze of glory, its radiating warmth cutting through Auril's everlasting winter- albeit temporarily.

Auril, enraged at the affront to her sovereignty over Icewind Dale, alters the spent shell of the Summer Star, corrupting it into... **The Coldlight Star**.

OVERVIEW

Part 1: The Cold Open. The adventure starts of *in medias res*. The party find themselves in the town of Termalaine enjoying the light and warmth. This is cut short when the "sun" turns cold, and the town is attacked.

Call to Action. Copper, accompanied by Researcher Lee have noticed the strange weather patterns and recruits the party to investigate what has become of the Summer Star.

Part 2: Containment Procedures. The party arrives at the Black Cabin to find a blue-white "sun" hovering over it. They must find and repurpose the three containment rings for Researcher Lee's containment device before they venture closer.

Part 3: The Coldlight Star. The containment device must be positioned and defended, but Auril's agents won't be making that easy.

ADVENTURE HOOKS

Sunny Day. The character just happened to be staying over in Termalaine when disaster strikes. Demonstrating their capabilities in battle, they are recruited by Copper.

Morninglord's Meddling. In the House of the Morninglord in Bryn Shander, Copper and Researcher Lee have detected strange weather patterns and recruit the characters. They arrive in Termalaine via sled during The Cold Open.

THE BLACK CABIN

The adventure is written as if a different group of adventurers have undergone the events of the Black Cabin in RotF.

However, events are readily adapted if one or more characters were the ones who activated the Summer Star: in this case the Star shattered after it was used, scattering its rings some distance away from the cabin. The warmth persists while they make their way back to either Termalaine or Bryn Shander to meet with Copper.

ABOUT THE FOOTNOTES...

As this adventure takes place in the same region as the ongoing Hardcover Adventure, footnote references are included to help you find more information about certain events, characters, and places from the hardcover.

These references are purely optional, all information you need for the adventure is already included in the text or in *Dramatis Personae*.

¹ *Rime of the Frostmaiden* ("RotF") p.116

THE COLD OPEN

The adventurers are in the streets of Termalaine when it is attacked by Auril's forces. They need to get the nearby civilians and themselves to safety, then get the lowdown from Copper and Researcher Lee.

Estimated Duration: 1 hour.

Story Objective A: Save as many of the civilians in the vicinity as possible from the attack then get to safety.

There are two ways characters can start the module. In Termalaine enjoying the strangely warm weather (**Sunny Day**), or arriving with Copper (**Morninglord's Meddling**). The party does not necessarily need to start together and you might cut between the two scenes until they converge.

SUNNY DAY

If a character starts in Termalaine, they are at the Eastside Inn². They awake in the morning to find the weather unusually cheerful. *Read or paraphrase:*

You awoke in your room in the Eastside to the sound of squealing children playing in the street. The weather is abnormally warm- that is to say, it's above freezing, a welcome change for a region too used to weathering Auril's eternal night.

The sky is orange, and you think you see a pinprick of light in the horizon. Is that... the sun?

Citizens of Termalaine can be seen in the streets, enjoying the warm respite:

- A young tiefling woman scraping off slushy ice from the stonework of her home, revealing a carving of a Djinni under it.
- A male dwarf walking around shirtless and barefoot, remarking about how positively balmy it is.
- Two children sledding down the street, pulled by a single dog.

Ask the players how their characters might be enjoying the weather. Characters might be intrigued or even suspicious about the weather, and may be able to turn up the following pieces of information:

- It is common knowledge for anyone in Icewind Dale, even visitors, that Auril has blanketed the region in an eternal night, termed the **"Everlasting Rime"**³. There hasn't been a day this warm in two years.
- If asked, none of townsfolk have any idea what is causing the warmth, although some may be daring enough to suppose Auril has finally granted them mercy.

² RotF p. 93.

³ RotF p. 6.

- Highly observant (**DC18**) characters that travel several blocks might notice that the "sun" does not appear to be as far away as it should be.
- Those with navigator's tools proficiency might realize the sun is not rising where it should be for this time of year at this latitude.

MORNINGLORD'S MEDDLING

If a character begins with this adventure hook, they begin the adventure on a dogsled with **Copper** and **Researcher Lee** (see **Dramatis Personae**), racing toward Termalaine while being briefed. *Read or Paraphrase:*

"Look, thanks for coming with us on such short notice!" the gnome struggles to be heard over the chilling winds. He wears a furred jacket that makes him look sort of like a teddy bear.

"Indeed" his human colleague chimes in. **"and auspicious that I happened to be visiting when the reports of the anomalous weather came in."**

This morning, your two employers burst into the Northlook inn waving around a bag of coins, looking to hire mercenaries willing to escort them to the town of Termalaine. They said they would explain later on the sled. Well now you're on the sled, so you'd better be getting some answers soon.

They know and reveal the following even before arriving at Termalaine:

- They have reports from Termalaine and Lonelywood about unusually warm temperatures. The other towns don't seem to be experiencing any such warmth.
- The reports also claim they can see the sun, despite the eternal night elsewhere. If the Morninglord (the sun god, Lathander) has granted this miracle, Mishaan (the head priest) knows nothing about it.
- Spotting a glimmer of the "Sun", Copper mutters something about the Black Cabin, but is cut off by the sled's arrival at Termalaine.

The sled halts about **15ft away** from any characters starting in Termalaine. The next section happens as Copper and Researcher Lee are unloading the sled.

OMEN ON THE WINDS

Just before disaster strikes, the wind changes. The sinister sound of Auril's laughter is heard in the wind, although only those who make a successful **DC13** Intelligence or Wisdom (Religion) check recognize it and realize its significance early enough to react. At your option, those with

special connections to Auril or Lathander might automatically succeed.

Those that succeed on the check have a sudden gut feeling that something bad is about to happen, but do not know what. They have one turn of actions before the next section happens.

BLUE SHIFT

Miles away, the Summer Star has been corrupted by Auril into the Coldlight Star, blanketing the area in its magical glow. *Read or Paraphrase:*

The change sweeps over at the speed of light. The amber warmth of the miracle sun turns ghastly, sickly, blue.

You hear the crackle-crackle of freezing ice all around you, the temperature plunges back to what it was before, nay, worse than before. A woman's scream, a crashing sled.

High above Termalaine, a floating figure exclaims, voice magically amplified, "***Mortal artifice? You thought you could defeat Winter itself with your mortal magic?!***"

With a swoop, their form is silhouetted against the blazing cold orb in the north. "***The Everlasting Rime is absolute. This is the punishment for your hubris, flee to your little hovels!***"

In the distance, more lights appear. They are piercing, like searchlights, and they're moving closer.

The figure is ***The Speaker for the Faceless*** ("***The Speaker***", not to be confused with the Speakers of the Ten Towns), a ***Deathlock*** under the effects of magical flight. They fly back to the Black Cabin where they'll encounter the party in ***Part 3***. (See that part for more information).

The shift causes the following changes in the environment:

The "Sun". The false sun has turned sickly blue, burning brighter and hovering higher since the shift. It hangs north of Termalaine like a beacon (above the Black Cabin, to be precise). The region is blanketed in eerie dim light.

Coldlight. From this point until the Coldlight star is contained, its effects (See ***Coldlight Curse*** in the sidebar) are present in a huge radius around the Black Cabin, blanketing Termalaine. The effect affects everything in the area whether or not it is in the light.



COLDLIGHT CURSE

Under the area of the curse, fire does not produce heat. All fire damage is transformed to cold damage. All light, magical or otherwise, has a blue tinge.

This effect is in play in all areas of this module until the Coldlight Star is contained.

Temperature. The temperature is sub-zero again. All exposed water in the town has spontaneously refrozen, trapping at least one civilian.

Searchlights. The "searchlights" come from the Coldlight Walkers which are invading the city. One is headed toward the party, 60ft away.

FLEE TO YOUR LITTLE HOVELS!

Roll Initiative. In the wake of this development Termalaine's citizens are fleeing for their homes. However, some of them have been caught off-guard and will need some assistance evacuating before the ***Coldlight Walker*** gets close enough to attack. If it dashes, it will reach the party within one round.

The purpose of this combat is to give the party a brief encounter with a Coldlight Walker to establish them as a dangerous and terrifying threat, parties are expected to flee after saving the civilians, but it's also possible that a well-optimized party will manage to take one out despite their challenge. Don't forget to describe the gruesome scene of the Coldlight Walker's victims being encased in ice.

Streets. The streets are 20ft wide, the current street the adventurers are on is more than 300ft long, with side alleys branching off.

Citizens. The citizens mentioned in the previous section need help, characters can assist in the suggested ways or any other way they can think of. Each citizen is within 30ft of the characters. The objective is to get them into one of the buildings. The DC for any ability checks should be **DC11**.

- The Tiedling woman's feet are frozen tight by the refreezing slush. A Strength (Athletics) pulls her out.
- The shirtless Dwarf man is panicking, rattling the doorknob of his home, and screaming "I left my keys in my shirt pocket!". A Charisma (Persuasion) check calms him down enough to realize he should flee into someone else's home. The door could also be broken down or the lock picked.
- The children and dog are being attacked by an Ice Mephit with only 6 remaining hit points.

Copper and Lee. Researcher Lee tosses one of the player characters a glass decanter labelled **Mix#5** (an **Eversmoking Bottle**), advising "It makes obscuring smoke, might help against that thing's light". After this, both Copper and Lee unload the sled and take refuge in the Eastside. The Walker does not target them.



Coldlight Walker. One of several invading the city, the Walker is an exceedingly dangerous monster. "Fortunately", it is more interested in causing terror rather than death:

- It does not pursue creatures into buildings. If there are no living creatures left on the street, it moves on and the encounter ends.
- It does not attack unconscious characters.
- **The walker chooses only to attack once per round.**
- It only uses its **Cold Ray** on targets within its Blinding Light (meaning Lee's Eversmoking Bottle stops it from using the Ray).
- The Walker's attacks are capable of instantly killing a level 1 or 2 character- target other characters if possible.

ADJUSTING THE ENCOUNTER

Very Weak: The walker only attacks once per turn. Four town **Guards** arrive to attack the walker. The Walker prioritizes Guards followed by citizens before targeting players (unless taunted).

Weak: As above except only two **Guards** appear.

Normal: No adjustment.

Strong: The walker uses its multiattack.

Very Strong: The walker uses its multiattack. A second Coldlight Walker is 180ft away and dashes towards the party (probably arriving at the end of the third round).

Once all player characters and citizens in the vicinity are safe (or dead), Copper and Researcher Lee meet the party in the Eastside Inn or inside someone's home.

TREASURE

Copper and Lee give those who came with them a small purse for escorting them to Termalaine safely. Lee lets the party keep the bottle of **Mix#5 (Eversmoking Bottle)**. Additionally, those who were staying at the Eastside have the cost of their stays reimbursed by the innkeeper, Marta Peskryk.

CALL TO ACTION

Copper reveals what he knows about the Summer Star and the Black Cabin and how it is the probable cause of the current predicament. Lee and the party prepare to set off for the Cabin to contain the Coldlight Star.

Estimated Duration: 30 minutes.

SAFE FOR NOW

The Coldlight Walkers do not seem to be attacking anyone inside their homes. Giving the town- and the party- some room to breathe. However, the town is still in trouble as they cannot make heat via fire, if left unstopped, they might die a slow and icy death.

Copper reveals the following:

- He used to work as an assistant to Macreadus, in his cabin. Macreadus was building a device he thought could end the Everlasting Rime.
- Macreadus' device, named The Summer Star, used knowledge gleaned from a netherese tome. If it worked, it would be able to control the weather, but Copper left him before the device could be completed.
- Copper recently sent some adventurers over to the Black Cabin to deliver Macreadus some provisions.
- It seems that the Summer Star worked to some extent, and was responsible for the earlier warmth- indeed, the now-blue orb appears to be hovering over where Macreadus' cabin is.
- Obviously, this seems to have offended Auril. The Frostmaiden or her agents have done something to the star, causing the current situation.
- Copper has told Lee about the supposed design of the device, and Lee seems to have more to say about it...

COPPER KNOBBERKNOCKER

Copper appears in the RotF Hardcover. He is a Gnome **Acolyte** of Lathander and can usually be found in the House of the Morninglord in Bryn Shander.⁴

What He Wants. He wanted to bring an end to the Everlasting Rime together with Macreadus, now he wants to fix the mess his former employer has made.

Researcher Lee takes over the briefing:

- He is a researcher based in Candlekeep, (He is secretive about his actual role there, see sidebar)

- He is a junior researcher specializing in out-of-control magic. He was in the region to conduct field research on the Everlasting Rime, and was visiting Copper, his friend, in Bryn Shander.
- The effect of the Coldlight Star (as he's taken to calling it) appears to affect a region seven-to-ten miles in radius, with the Black Cabin in the epicenter.
- Researcher Lee demonstrates how all fire no longer heats but chills. If this effect cannot be ended, Lonelywood and Termalaine could survive perhaps three days by huddling together with body heat, but evacuation would be necessary otherwise.
- Lee might get into morbid detail about how many casualties there could be (if you are up to describing it).
- According to Copper, the Summer Star had two containment rings- but the design is obviously flawed to Lee. If it were built that way it would have exploded, a three-ring design is necessary and there's no way Macreadus would be stupid enough to start the device with only two rings.
- Lee could attempt to contain the Coldlight Star with a similar design, but there's not enough time to make it from scratch. It'll be faster to try and locate the original rings.
- Lee has a small array of divination devices that he could use to locate the rings once he gets closer to them.

RESEARCHER LEE ZHIWEI

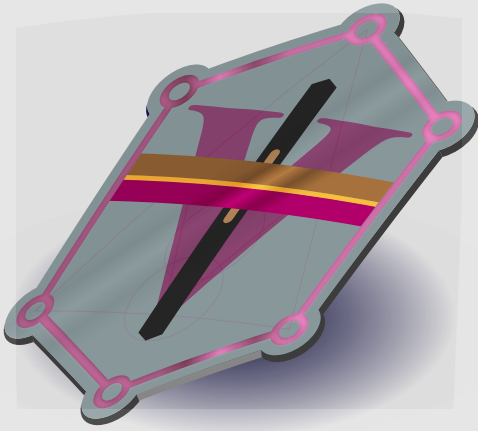
Lee (Zhiwei to his friends) is a Human **Bard** and is a junior researcher from the Shrouded Vaults. Lee is a firm believer in his organisation, he believes that his study has already saved the world at least once.

Lee appears more like a wizard in a laboratory than a bard. He wears a white lab coat under a brown fur overcoat. He has tinker's tools by his side and goggles around his neck. He puts on his goggles in tense situations and they have a tendency to catch glare, obscuring his eyes behind.

Lee utilizes his spell slots in a similar way to an artificer, using special gadgets he has constructed, although he prefers to leave the combat to others.

What He Wants. Lee wants to contain the star and bring it to the Shrouded Vaults for research- perhaps it will help solve the Everlasting Rime.

⁴ For more information please refer to RotF, p.32 and p.106.



THE SHROUDED VAULTS

A series of off-the record vaults funded by Candlekeep which secure dangerous artifacts and creatures so that they can be researched. The fruits of the research are locked away, only to be used to contain new threats and protect Toril.

What They Want. Stay Vigilant. Shroud Violence. Secure Victory.

The party can use Copper's sled to get to the black cabin. The sled dogs are unharmed. Leaving by the back exit, the party is able to sneak out of town easily. Although they may not realize it, the Walkers are done sowing terror and have left.

If the characters ask, Copper or Lee can reveal the additional information:

- Although the Coldlight Walkers are clearly some sort of special undead related to the Coldlight Star, they are unsure of their abilities other than what they observed in the earlier encounter. (Although Lee is rather observant so he might catch things the characters have missed.)
- Lee is rather intrigued about the Coldlight Walker's ability to freeze victims in unmelting ice.
- The figure calling the shots earlier doesn't seem to be a Coldlight Walker. They appear to be some other sort of undead. Auril is quite capable of creating undead even if it's not quite her portfolio.
- Lee's organisation could compensate the adventurers for their time, although he is annoyed that they don't seem to take saving Termalaine as payment in itself. They can also keep the Eversmoking Bottle he gave them earlier.
- Copper will be arranging for Plan B- evacuating Termalaine should the party fail.
- Although they do not know how long the Coldlight Star will shine, it is best to assume it might last indefinitely and they can't just wait it out. (Unbeknownst to any of them, it would last about a tenday).

SKIPPING TOWN

Copper stays behind while Lee accompanies the party, enlisting their help in carrying a single crate full of instruments and parts back to the sled.

CONTAINMENT PROCEDURES

Lee's divinations reveal the locations of the three containment rings. They appear to have been scattered by an explosion, each about a mile away from the cabin. The adventurers face challenges retrieving each.

Estimated Duration: 1 hour, 15 minutes.

Story Objective B: Retrieve all three rings.

GETTING THERE

The adventurers do not face significant challenges on the way to the cabin, nor when travelling to retrieve the containment rings. The region has the following features:

Coldlight Star. The Star hangs over the black cabin, bright against the twilight night. It bathes the region in a sickly blue glow. Tendrils of light snake up from below the star.

Wildlife. Animals are not magically affected by the light, but the false daytime is causing confusion. For the most part, the region is deathly silent, but occasionally howls, caws, and other animal noises can be heard in the distance.

Searchlights. Every now and again, the "searchlight" of a Coldlight Walker appears in the distance, perhaps forcing the party to speed up or divert course.

OPTIONAL: CONVERSATIONS

If you have extra time during this section, or if the players take an interest in certain topics, Researcher Lee might have conversations with the characters. Refer to **Appendix 1: Conversations** for what he might say on certain topics.

BEHOLD, THE COLDLIGHT STAR

Lee stops the party when they are about 500ft away from the Cabin. His instruments are picking up readings.

Coldlight Star. From this vantage point, the light of the Star is nearly blinding, beautiful as it is deadly- much like the normal sun. Every shade of blue and every shade of white at once. Tendrils of light and vapour arc up and down the tether joining it to the abandoned cabin, and there is a high pitched whine coming from the star itself, making it uncomfortable to be near.

⁵ You may wish to read up on typical Chwinga behaviour: RotF p. 282.

⁶ Check the Adventurers League Content Catalogue for Guidance on this.

Retrieving yet more items from crates and boxes, Lee performs a full scan, confirming three locations. The three rings are each about a mile away from the cabin, in different directions. Lee will now be able to home in on each of the locations, although he does not know much about them. Cross referencing a map of the region, they may determine that one is near a **forest (Inner Ring: Tree Rings)**, one is over a **river (Middle Ring: Ring in the Ice)**, and one is near a **cliff (Outer Ring: Do the Limbo)**.

Lee advises against getting closer to the cabin at this time, as they wouldn't be able to do anything without the rings. If anyone approaches, the light of a Coldlight Walker appears through the windows, but will not pursue as long as no one enters the cabin.

The adventurers may retrieve the rings in any order.

INNER RING: TREE RINGS

Lee guides the characters to the edge of a boreal forest. All his readings seem to indicate the ring is... inside the tree?

The Tree. The tree is a pine tree, it is not out of the ordinary for this region and climate. There does not appear to be any damage to the tree, especially not from a metal ring.

Chwinga! If the adventurers do anything more involved than touching the tree (or if they are about to give up and leave), a **Chwinga** pops out of the bark of the tree. They have been using its Natural Shelter ability to hide in the tree but has revealed itself because they are curious about the adventurers. They sport a very familiar necklace around their neck.

Necklace. The "Necklace" is obviously the containment ring. But the Chwinga seems to be rather attached to it.

RETRIEVING THE RING

The party will have to convince the Chwinga to part with the ring. Just plain talking is unlikely to work, as is intimidation. Here are some possible approaches:

Miming. Chwinga like to imitate humanoids, a character might pretend to be taking off a necklace from their own neck.

Trade. Characters might offer up something in exchange for the ring, ideally something distinctly man-made.

Violence. Violence is certainly an option here, although not a particularly nice one.

Well roleplayed schemes⁵ might succeed without an ability check, but if one is needed, the DC should be **DC13**.

If the characters deal with the Chwinga peacefully, the Chwinga uses its *Magical Gift*⁶ on one of the characters, pri-

oritizing the most interesting one or the one that convinced it to give up the ring.

MIDDLE RING: RING IN THE ICE

The group is led to a frozen river by Lee's divination device. In the middle of the river, a glint of metal is seen.

The River is about 300ft across, with the containment ring sitting 100ft from the nearest edge of the river.

Ring. The ring is embedded in the ice. Any humanoid character should be strong enough to pull it out, but it would crack the ice.

The Ice. Those who make a **DC13** Wisdom (Perception) check realize the ice seems weak.

OBTAINING THE RING

Pulling out the ring will cause cracks in the ice to spider-web out, separating it into floes. Have the characters roll initiative as those in the middle of the river try to get back out.

Ice Floes. Each chunk of ice is 30ft in diameter, meaning someone who was next to the ring would need to make three jumps to get off the river.

Jumping. Jumping between floes with a 10ft running start requires no check. If there is no running start, they will need a **DC10** Strength (Athletics) check to avoid falling into the water. Jumping causes the ice floe to tilt afterwards.

Slippery Ice. Moving at more than half speed requires a **DC10** Dexterity (Acrobatics) check to avoid falling prone. Failing by 5 or more causes the ice floe to tilt.

Tilting Ice. If the ice floe tilts, all creatures on the floe slide 10ft in the direction of the tilt (occurring after whatever caused the tilt). If they would fall off the edge, they may make a **DC10** Dexterity save to stop themselves right at the edge.

Frigid Water. Follow the rules in the Dungeon Master's Guide (sidebar) for characters in the frigid water (they won't need to make any saves unless they spend too long there). In addition, even when no longer immersed, characters wearing wet clothes must make **DC10** Constitution saves every minute or suffer a level of exhaustion. (Remind players about this as their characters should be intimately aware they are about to suffer from hypothermia!)

resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

INGENUITY

Characters might try all sorts of things to obtain the ring without being on the ice, such as somehow pulling it out from a distance. Familiars and mage hands are not strong enough to pull out the ring, otherwise, most other methods should be allowed to work, although the ice will still crack.

FRIGID WATER

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a **DC10** Constitution saving throw or gain one level of exhaustion. Creatures with

ADJUSTING THE ENCOUNTER

This encounter is not significantly affected by party strength, but you can adjust the difficulty in one or more of these ways if you feel the party is having too hard or easy a time.

Harder:

- One or more **Knucklehead Trout** attack those who fall into the water.
- The ice floes are smaller, requiring more jumps to get back out.
- Any movement at all on the slippery ice requires an ability check against falling prone, not just moving at full speed.
- The water deals 3 (1d6) cold damage per round to those within it.

Easier:

- A friendly **Knucklehead Trout** pushes characters in the water who are too far away for their allies to assist back up onto the ice.
- Lee can lend the characters crampons⁷, letting them ignore the slippery ice.

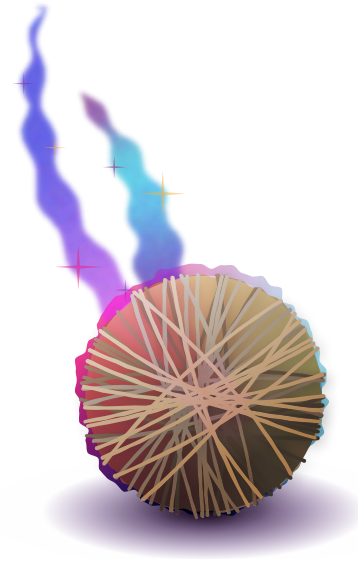
OUTER RING: DO THE LIMBO

The party's path leads to the bottom of a cliff face. There they make an unfortunate discovery... the Ring is shattered, now just a handful of charred bits sitting in the snow.

REMAKING THE RING

Lee grumbles, and removes a Ball of Twine from his pockets. He briefs the party:

- The Ball of Twine is made of Raw Matter from the ever-changing plane of Limbo, very expensive and very hard to obtain stuff.
- It comes from what travellers call a "Chaos Flask" and is able to be reshaped into many things via mental effort.
- His organisation confiscated the flask as part of a raid on "some sort of chaos cult" to retrieve some more important artifact.
- The party will really need to put their heads together for this one- working with raw matter can be tricky, especially for more complicated objects like the containment ring.



Give the players **Appendix 2: Handout 1 - A Raw Matter**, and refer to **Appendix 3: A Raw Matter - Unintended Effects** yourself. They will need to transform the Raw Matter by changing its form through intermediate states, each related to the previous. Players may be familiar with the "Word Association Game", this works in a similar way, except with additional limitations.

What's more, players will only start with the information on the handout and will need to discover the remaining rules by trial and error. If certain states are met, the Raw Matter might react somehow, for example, if players say something related to lightning, lightning lashes out, dealing damage to their character. If there is any uncertainty about what and what doesn't count, you get to make a judgement as the DM. For the full list of rules, refer to the **Appendix 3: A Raw Matter - Unintended Effects**.

ADJUSTING THE ENCOUNTER

Strong, Very Strong: Double the damage to compensate for increased HP pools.

⁷ RotF p.20.

THE COLDLIGHT STAR

With all three containment rings, the party heads towards the Black Cabin to contain the Coldlight Star. Auril's followers will not be making it easy.

This section likely takes the place of a protracted battle with the party attempting to position and align three Theodolites while fighting the Speaker and their entourage, before an army of Coldlight Walkers arrive.

Estimated Duration: 1 hour, 15 minutes.

Story Objective C: Contain the Coldlight Star by having all three theodolites in place and aligned simultaneously.

Read or Paraphrase:

Perched precariously upon a cliff, raised 20-feet above the snow around it is the Black Cabin. Above it, the Coldlight Star, eerily silent, yet exerting its chilling sovereignty for miles and miles. Behold the sun-bright orb, too painful to look at directly, yet mesmerising.

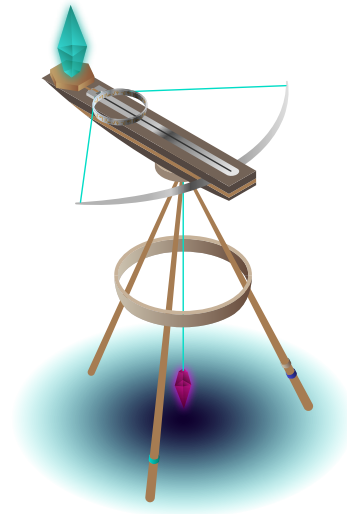
The wooden walls and roof of the cabin, broken and splintered by events unknown are bathed in its blue-tinged light. Light streams through its glassless windows.

Footprints. Numerous sets of footprints are spotted heading both toward and away from the cabin. A **DC13** Wisdom (Survival) check reveals that they appear to be undead, based on their gait. The characters cannot be certain how many creatures might be found within the cabin.

CONTAINMENT

While the party has been retrieving the rings, Researcher Lee has been building several “theodolites” while on the sled. They seem to comprise crossbows mounted on tripods, studded with crystals and bands of strange metals. Lee briefs them:

- They will need to get the three theodolites into key positions under the Coldlight Star, their position will have to be precisely aligned.
- One will be out here, by the boardwalk. The other two will be in the house, forming a triangular pyramid with the star at the top.
- They aren't that heavy, but at least one hand will be needed to carry any number of them.
- Once in position, each will need two actions to be aligned, taken in any order. One to align the ring, one to align the crossbow.
- If the tripods are disturbed or moved after being aligned, the checks will need to be repeated.



- Lee is willing to carry and align the tripods in while the breaching team (the player characters) keep any hostile forces off him. He is good at aligning rings, crossbows less so.
- **Aligning the Ring:** This requires a **DC12** Intelligence (Arcana or Tinker's Tools) check. Researcher Lee automatically succeeds on this check.
- **Aligning the Crossbow:** This requires a **DC12** Wisdom (Perception) check or an “attack” roll using heavy crossbow proficiency against **“AC” 12**. Lee uses his Perception (+5 bonus).

THE BLACK CABIN

The Black Cabin uses **Appendix 4: The Black Cabin Map**. You could also use the original black cabin map from the RotF hardcover⁸ as the layout is largely unchanged except that the floor in **A4** is already broken. Most of the rooms have no strategic function to this final battle, but are outlined here so that you may describe them to the players.

All areas in the cabin have the following properties unless otherwise stated:

Lighting. All areas outside and inside are brightly lit by the Coldlight Star, thanks to the numerous windows. The snow outside is blindingly white due to reflection (no mechanical effect).

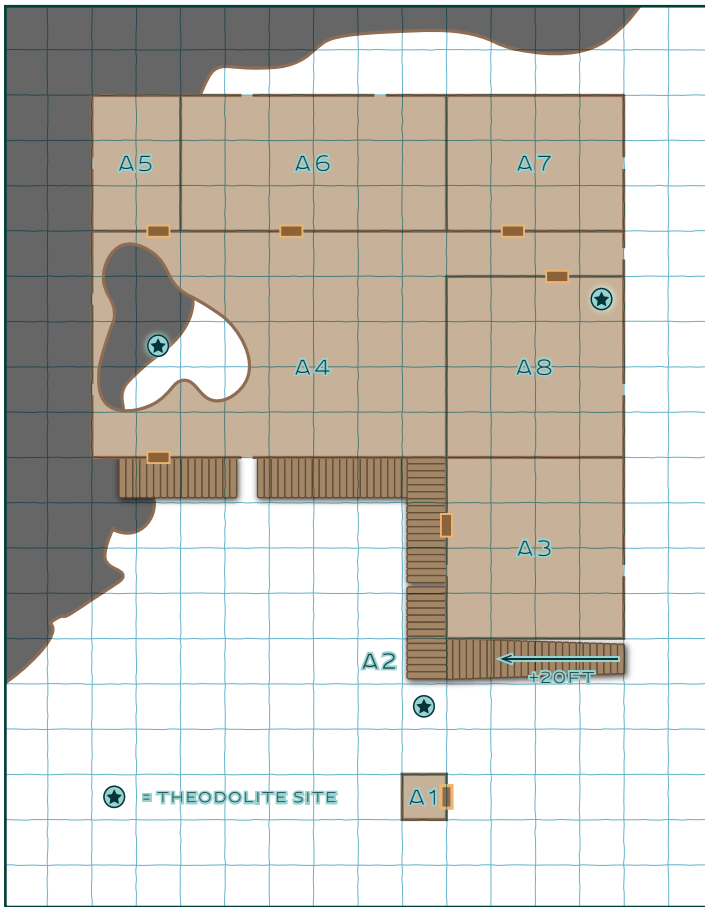
Raised Cabin. The cabin is raised 20ft up from the ground, accessible by walkway. Creatures falling from the cabin onto the snow below take no damage but fall prone.

Windows. Bright light shines through the windows into the cabin. Apart from the fact the cabin is raised, they can easily be climbed through.

Doors. All doors are closed but not locked.

Walls. The walls are made of sturdy hardwood.

⁸ RotF p. 117.



A1. OUTHOUSE

A rather stereotypical wooden outhouse.

A2. WOODEN WALKWAY

The stairs near the Workshop (**A3**) are the easiest way to access the walkway, which in turn accesses the Black Cabin. If two or more medium sized creatures are on the same 5ft square of the walkway, it will collapse.

Theodolite 1 will need to be placed on the snow beside the walkway.

A3. WORKSHOP

A set of tinker's tools lie on the desk. This room does not connect to the rest of the cabin. Two **Zombies** mill around aimlessly in the room, attacking living creatures who enter and spilling out onto the walkway once alerted.

A4. MAIN HALL

Scorch Marks cover the walls, a charred skeleton lies on the floor.

Hole in the Floor. There is a gaping hole in the floor on the west side of the room, opening out the bottom of the cabin. Those falling in on the near end of the hole will land relatively unharmed over the snow below. Those falling on the far end will fall down the cliff, spelling certain death. A

creature falling in might be able to catch the edge of hole with a successful **DC13** Dexterity saving throw and climb back out with a **DC10** Strength (Athletics) check.

Tables. Several tables, both broken and intact, sit in this room. The biggest is long enough to bridge the gap over the hole.

The Speaker (**Deathlock**) is in this area together with two **Ice Mephits** before they have been alerted. Before they were alerted, the Speaker was reading a book of winter-themed poetry. They have the **Wintergreen Guard (Smoldering Armor)** with them.

Theodolite 2 will need to be placed over the hole at the same level as the floor (Lee is rather surprised at this spanner in the works). The simplest way of doing this is to take the table in the area and place it upside down over the hole to bridge the gap.

A5. STOREROOM

Several barrels are kept here. They smell faintly of wine.

A6. LAB

A lab that appears to have been ransacked. The original blueprints of the Summer Star are here, as is a single **Potion of Healing**.

A7. ABANDONED BEDROOM (SINGLE)

There is a bed here. It is disgustingly stained and might be infested with insects.

A8. ABANDONED BEDROOM (MASTER)

A double bed is pulled away from the wall, as if the area had been looted. A single **Zombie** is standing around aimlessly in the room, attacking living creatures who enter and spilling out of the room once provoked.

Theodolite 3 needs to be placed in the corner of the room.

THE BATTLE

A stealthy party might be able to place Theodolite 1 outside the house without being spotted, but are detected once they begin to align it as it squeals when rotated.

Once any of the Speaker's forces have detected the characters, they shout or moan into the silent night, alerting all other hostile forces, including undead forces from around the area. *Read or Paraphrase:*

The Speaker's voice, magically amplified, stops you in your tracks. **"Mortal hope, mortal hubris. If only you had stayed where you should be, only some of you would have died."**

A HUNDRED SEARCHING LIGHTS

Once alerted, familiar lights appear on the horizon in all directions, they begin to converge upon the Black Cabin. Some even climb up the cliff. A **Zombie** arrives at the end of **every round**, with a **Coldlight Walker** arriving 20ft from the cabin's stairs at the end of **every three rounds**. (This is affected by difficulty adjustments). Make sure the party is aware of this.

COLDLIGHT'S PRESENCE

Once combat begins, every round at initiative count 20, losing ties, the Coldlight Star thrums with power, performing one of the following effects, the same effect cannot be used twice in a row:

- Tendrils of frost snake across wood, freezing one already closed door shut. It will take a **DC10** Strength (Athletics) check to open.
- Light flares brightly, all creatures that are outdoors or within 5ft of a window must make a **DC10** Constitution save or be blinded for one round. This effect does not happen during the first round.
- **Behold!** A creature hostile to the Speaker's forces that's outdoor or within 5ft of a window must make a **DC10** Wisdom save or be Charmed and Incapacitated for one round as they behold the Coldlight Star.

TACTICS

The following guidance is merely a suggestion.

- This fight throws a lot of enemies at the party with the assumption that the party will try and use the building layout to their advantage.
- The fight sends endless waves of undead to force the party to align the theodolites during combat. Characters might assume it's possible to defeat all enemies before beginning the alignment, **you might wish to correct this assumption before they get too deep into it.**
- If the characters were detected while still outside, **the Speaker** attacks through the windows. They keep away if convenient, but aren't afraid to wade into melee to cast *Arms of Hadar*. If your party is well equipped and playing tactically, consider having the Speaker use delaying tactics to stall for reinforcements.
- The **Mephits** flit through windows and are focused on knocking over the Theodolites.
- The **Zombies and Coldlight Walkers** are more aggressive than intelligent and might be outsmarted. If there is a visible target, they are likely to go for it, otherwise they try and disrupt the theodolites. As before, Coldlight Walkers will only use their Frost Ray on targets within their aura of light. You may also wish to

implement any of the behavioural adjustments from **Part 1** to this combat based on your assessment on how much they can handle.

- **Researcher Lee**, unless otherwise instructed, is focused on setting up the Theodolites. He prioritizes placing them as well as aligning the rings (automatically succeeding on the Arcana checks). He uses his other abilities only if the party is having significant trouble.

ADJUSTING THE DIFFICULTY

The following adjustments are not cumulative.

Four or less party members: Allow a character to attempt both alignments to the Theodolites with one action. They still need to make checks for both.

Very Weak: The Speaker only casts Eldritch Blast and prefers to target two different creatures at once. The **Ice Mephits** have only 6hp. A **Zombie** arrives every two rounds, no **Coldlight Walkers** appear. (but narrate them coming closer!)

Weak: A **Zombie** arrives every two rounds, a **Coldlight Walker** appears on the fourth round, but no more appear afterwards.

Strong: The Speaker has **maximum (64)** hit points. The first **Coldlight Walker** arrives at the end of the second round and every three rounds thereafter.

Very Strong: The Speaker has **maximum (64)** hit points. The first **Coldlight Walker** arrives at the end of the first round and every three rounds thereafter. There are four **Ice Mephits** with advantage on Dexterity (Stealth) checks..

CONTAINMENT ACHIEVED

Once all Theodolites are properly aligned at the same time, Read or Paraphrase:

The sound of bows snap as the theodolites fire their payloads, triggered simultaneously by some unseen signal. Sparks dance across the surface of the containment rings as they ignite in cold fire. The three rings fly true, converging on the star. The rings collide- no- they *phase* through each other, intersecting each other perfectly.

With the sound of fizzing, the sky is dark again. Then a thunk of metal hitting the roof of the Black Cabin, a falling star. Thuds around you as Coldlight Walkers drop, inanimate.

All of the Speaker's forces fall dead and inanimate. If the Speaker is still alive, they flee.

TREASURE

The Speaker's **Wintergreen Guard**, a **Smoldering Armor (Breastplate)** can be claimed by the party, as can the **Potion of Healing** from area **A6**.

CONCLUSION

- If he is still alive, Researcher Lee confiscates the Coldlight Star to be taken back to Candlekeep.
- If he has perished, the star, and Lee's body (frozen or otherwise) is claimed by **"Firemouth" Trusk** and other agents of the *Shrouded Vaults* who arrive on the scene. Lee will be resurrected by his organisation (their medical plan is very good).
- Otherwise, the *Shrouded Vault* agents appear back in Termalaine to debrief the party.

DEBRIEF

"Firemouth" Trusk, waits in Termalaine, along with several agents (**Guard**) to retrieve the Star.

"FIREMOUTH" TRUSK

Trusk is an Orc **Diviner** and head of the Lost Histories department in the *Shrouded Vaults*. He is not actually Lee's boss, just a high-level member of the Vaults that happened to be in the area. Low manpower has Trusk juggling many duties, including containment and mission control.

Trusk claims to be a Historian and refuses to admit more, despite how obvious the omission is. He shuts down unwanted questions with "It's Classified". He's called "Firemouth" because of anger management issues, but he's working on that now.

What He Wants. Make sure the existence of the artifact is not discovered by the public, and to get to his next mission in the area before it blows a hole in reality.

- The agents seal the Star in a lead-lined case. Trusk tells the characters that they are grateful for their quick response, but the characters are not able to deal with it safely. He claims that although the star was visible to hundreds or thousands of people today, they should not discuss the *exact* source of the light as it would be "risky" (a veiled threat!)
- Lee thanks the characters, he makes no promises, but says he is hopeful this might lead to a solution to the Everlasting Rime.
- Trusk pays the characters in freshly minted Baldur's Gate Double Eagles (1gp coins) for their time.
- If any party member has been *frozen* by a **Coldlight Walker**, he offers to pay for their resurrection. If the character's player is willing, the character is taken back to the Vaults where their thawing is observed. They are raised with *Raise Dead* once observations are completed, just in time! (Note: This is not a down-time activity.)

- If any character seems a good fit for the organisation, ie, level-minded, concerned with the greater good, rational, emotionally stable. Lee and Trusk are overheard talking about "recruitment" as they leave.

TREASURE

The payment from Trusk (the maximum total amount a single character can receive from this adventure is 80gp)

REWARDS

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

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

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	GP Reward	GP Limit Per Level
1	20	80
2	30	240
3	200	1,600
4	750	6,000

MAGIC ITEMS

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 5: Character Rewards**.

- *Mix#5 (Eversmoking Bottle)*
- *Wintergreen Guard (Smoldering Armor - Breastplate)*
- *Potion of Healing*

DUNGEON MASTER REWARDS

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

DRAMATIS PERSONAE

The following NPCs, Organisations, and Locations feature prominently in this adventure:

COPPER KNOBERKNOCKER

Copper appears in the RotF Hardcover. He is a Gnome **Acolyte** of Lathander and can usually be found in the House of the Morninglord in Bryn Shander.⁹ He was formerly an assistant of the now-dead Macreadus at his lab in the Black Cabin, but left due to cabin fever.

He wears a self-made jacket which tends to make him look like a teddy bear.

What He Wants. He wanted to bring an end to the Everlasting Rime together with Macreadus, now he wants to fix the mess his former employer has made.

RESEARCHER LEE ZHIWEI

Lee (Zhiwei to his friends) is a Human **Bard** and is a junior researcher from the *Shrouded Vaults*. Lee is a firm believer in his organisation, he believes that his study has already saved the world at least once.

Lee appears more like a wizard in a laboratory than a bard. He wears a white lab coat under a brown fur overcoat. He has tinker's tools by his side and goggles around his neck. He puts on his goggles in tense situations and they have a tendency to catch glare, obscuring his eyes behind.

Lee utilizes his spell slots in a similar way to an artificer, using special gadgets he has constructed, although he prefers to leave the combat to others.

What He Wants. Lee wants to contain the star and bring it to the Shrouded Vaults for research- perhaps it will help solve the Everlasting Rime.

THE SPEAKER FOR THE FACELESS

The corpse of an elf warlock reanimated by the Frostmaiden's power, the Speaker remembers nothing of their past life. They chose their own title intentionally as a jab the Speakers of the Ten-Towns. The "Faceless" are of course, the Coldlight Walkers.

When being villainous, the Speaker magically amplifies their voice hoping to sound more menacing. They are abusive and narcissistic on Auril's behalf, constantly claiming victims of the frostmaiden deserved it.

⁹ For more information please refer to RotF, p.32 and p.106.

¹⁰ RotF p. 93.

What They Want. Although a herald of Auril, the Speaker has no mystical connection with the God, they act on whatever they interpret to be Auril's will. Right now, that's punishing the mortals for the activation of the Summer Star.

"FIREMOUTH" TRUSK

Trusk is an Orc **Diviner** and head of the Lost Histories department in the *Shrouded Vaults*. He is not actually Lee's boss, just a high-level member of the Vaults that happened to be in the area. Low manpower has Trusk juggling many duties, including containment and mission control.

Trusk claims to be a Historian and refuses to admit more, despite how obvious the omission is. He shuts down unwanted questions with "It's Classified". He's called "Firemouth" because of anger management issues, but he's working on that now.

What He Wants. Make sure the existence of the artifact is not discovered by the public, and to get to his next mission in the area before it blows a hole in reality.

THE SHROUDED VAULTS

A series of off-the record vaults funded by Candlekeep which secure dangerous artifacts and creatures so that they can be researched. The fruits of the research are locked away, only to be used to contain new threats and protect Toril.



What They Want. Stay Vigilant. Shroud Violence. Secure Victory.

TERMALAINÉ

Termalaine¹⁰, when not buried under snow, is a picturesque town. Originally founded by Calishite settlers, the architecture incorporate intricate carvings of wizards, djinni, and other things. Termalaine is known for its gemstone mine, and is in fact named after Tourmalines.

When not facing the Frostmaiden's wrath, Termalaine also has to contend with trouble in its mines, which seems to be a magnet for trouble lately.

CREATURE STATISTICS

The following creatures appear in this adventure:

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10(+0)	10(+0)	10(+0)	10(+0)	14(+2)	11(+0)

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

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

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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

BARD

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
11(+0)	14(+2)	12(+1)	10(+0)	13(+1)	14(+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*

1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*

2nd level (3 slots): *invisibility, shatter*

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

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

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

CHWINGA

Tiny elemental, neutral

Armor Class 15

Hit Points 5 (2d4)

Speed 20 ft., climb 20 ft., swim 20 ft.

Str	Dex	Con	Int	Wis	Cha
1(-1)	20(+5)	10(+0)	14(+2)	16(+3)	16(+3)

Skills Acrobatics +7, Perception +7, Stealth +7

Senses blindsight 60 ft., passive Perception 17

Languages —

Challenge 0 (0 or 10 XP)

Evasion. When the chwinga is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting. The chwinga's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or verbal components:

At will: *druidcraft*, *guidance*, *pass without trace*, *resistance*

Unusual Nature. The chwinga doesn't require air, food, or drink. When it dies, it turns into a handful of flower petals, a cloud of pollen, a stone statuette resembling its former self, a tiny sphere of smooth stone, or a puddle of fresh water (your choice).

ACTIONS

Magical Gift (1/Day). The chwinga targets a humanoid it can see within 5 feet of it. The target gains a supernatural charm of the DM's choice¹¹. See chapter 7 of the *Dungeon Masters Guide* for more information on supernatural charms.

Natural Shelter. The chwinga magically takes shelter inside a rock, a living plant, or a natural source of fresh water in its space. The chwinga can't be targeted by any attack, spell, or other effect while inside this shelter, and the shelter doesn't impair the chwinga's blindsight. The chwinga can use its action to emerge from a shelter. If its shelter is destroyed, the chwinga is forced out and appears in the shelter's space, but is otherwise unharmed.

CHWINGA CHARMS

A Chwinga is capable of bestowing **Supernatural Charms**. These charms affect characters indefinitely or until they expire based on the charm's description. Charm descriptions can be found either in the *Dungeon Master's Guide*¹² or in *RotF*. The charms from *RotF* are described below:

Charm of Biting Cold. This charm has 3 charges. As a bonus action, you can expend 1 of the charm's charges to wreathe your weapon attacks with biting cold for 1 minute. Until this effect ends, you deal an extra 1d6 cold damage when you hit with a melee or ranged weapon attack. Once all its charges have been expended, this charm vanishes from you.

Charm of Bounty. This charm has 3 charges. As an action, you can expend 1 of the charm's charges to cast the *create food and water* spell, requiring no components. Once all its charges have been expended, this charm vanishes from you.

Charm of Cold Resistance. This charm allows you to give yourself resistance to cold damage as an action. This benefit lasts for 24 hours, after which the charm vanishes from you.

Charm of Snowball Strike. This charm has 5 charges. As a bonus action, you can expend 1 of the charm's charges to create a magical snowball in your hand and throw it. You must have a hand free to hold the snowball, or the charge is wasted.

The snowball is a magic ranged weapon with which you are proficient. It has a normal range of 20 feet and a long range of 60 feet, it deals 1d4 cold damage on a hit, and it scores a critical hit on a roll of 19 or 20. If you score a critical hit with the snowball, the target is blinded until the end of its next turn.

The snowball vanishes immediately after you hit or miss with it, or at the end of your turn if you don't throw it. Once all its charges have been expended, this charm vanishes from you.

Charm of the Ice Troll. This charm allows you to use your reaction when you take cold damage to reduce the damage to 0. You regain a number of hit points equal to half the cold damage you would have taken. Once you do so, the charm vanishes from you.

Charm of the Snow Walker. This charm has 3 charges. As an action, you can expend 1 of the charm's charges to gain the following benefits for 24 hours:

- You and your allies within 15 feet of you ignore difficult terrain caused by snow or ice.
- You can see through areas heavily obscured by snow to a distance of 60 feet.
- You are immune to the effects of extreme cold, as described in the *Dungeon Master's Guide* (though you gain no protection from cold damage).

Once all its charges have been expended, this charm vanishes from you.

Charm of the Traveler's Haven. This charm has 3 charges. As an action, you can expend 1 of the charm's charges to cast the *Leomund's tiny hut* spell, no components required. Once all its charges have been expended, this charm vanishes from you.

¹¹ Check the *Adventurers League Content Catalogue* for guidance on this.

¹² *DMG* p. 228.

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

DEATHLOCK

Medium undead, lawful evil

21

Armor Class 12 (15 with mage armor)

Hit Points 36 (8d8)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
11(+0)	15(+2)	10(+0)	14(+2)	12(+1)	16(+3)

Saving Throws Int +4, Cha +5

Skills Arcana +4, History +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *detect magic, disguise self, mage armor*

Spellcasting. The deathlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 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): *chill touch, eldritch blast, mage hand*

1st-3rd level (2 3rd-level slots): *arms of Hadar, dispel magic, hold person, hunger of Hadar, invisibility, spider climb*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

ACTIONS

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

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
13(+1)	12(+1)	12(+1)	10(+0)	11(+0)	10(+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

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 creature. *Hit:* 3 (1d4 + 1) 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.

KNUCKLEHEAD TROUT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 0 ft., swim 30 ft.

Str	Dex	Con	Int	Wis	Cha
14(+2)	14(+2)	11(+0)	1(-5)	6(-2)	1(-5)

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 0 (0 or 10 XP)

Water Breathing. The trout can breathe only underwater.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

Str	Dex	Con	Int	Wis	Cha
13(+1)	6(-2)	16(+3)	3(-4)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

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

APPENDIX 1: CONVERSATIONS

This appendix contains what Researcher Lee might have to say about certain topics. If you have time during Part 2, Researcher Lee might start a conversation of his own accord. Alternatively, the party might be naturally curious and prompt him.

COPPER KNOBBERKNOCKER

- Lee met Copper at Candlekeep while Lee was a student. They had several academic discussions, that's why Copper knew about his interest in uncontrolled magical effects.
- Copper was less religious then.
- They drifted apart after Lee was recruited. Too many classified things.

RELIGION

- Lee is an "atheist" insofar as you could be one in Toril- he does not pay worship to a god and he does not claim any god as his patron.
- Gods are tremendously unreliable, even the good ones, even the lawful ones. You can't count on them to have what's best for civilization in mind.
- Not everyone in his organisation thinks this way, but it's not uncommon.
- Still, he's afraid to be condemned to the Wall of the Faithless. Perhaps one day he'll "cut a deal" with a god to get into a comfortable afterlife.

THE SHROUDED VAULT

- "I'm based in Candlekeep."
- "I do research to prevent cataclysms."
- If pressed, Lee tries to change the topic, if that fails, he'll say "it's classified".
- If flustered, he might accidentally mention "The Vault" or "Vault 19".

RESEARCH

- His department has looked into The Spellplague, the so-called "Mists of Barovia", and of course, the current Everlasting Rime.
- Extraplanar threats fall under a different department, but they collaborate often- that's where he got the Eversmoking Bottle.

- Note: RotF takes place around the same time as Rise of Tiamat and before Storm King's Thunder, so the Death Curse and other cataclysmic events haven't happened yet- it'd be the sort of thing Lee would look into though.

TINKERING

- He picked it up to run experiments from a safer distance.

EVERLASTING RIME

- The folk here say it's Auril's doing. They attribute everything that happens in the cold to Auril.
- Still, he's been taught to pay attention to superstitions. They're a good clue.
- The lack of sun is an astronomical impossibility- by normal rules at least. The simplest explanation is that it's a massive illusion, but alternate theories include a spatial anomaly or planar overlay.
- There's also plenty of ancient magic in the area to consider! Netherese ruins, or so he's heard.

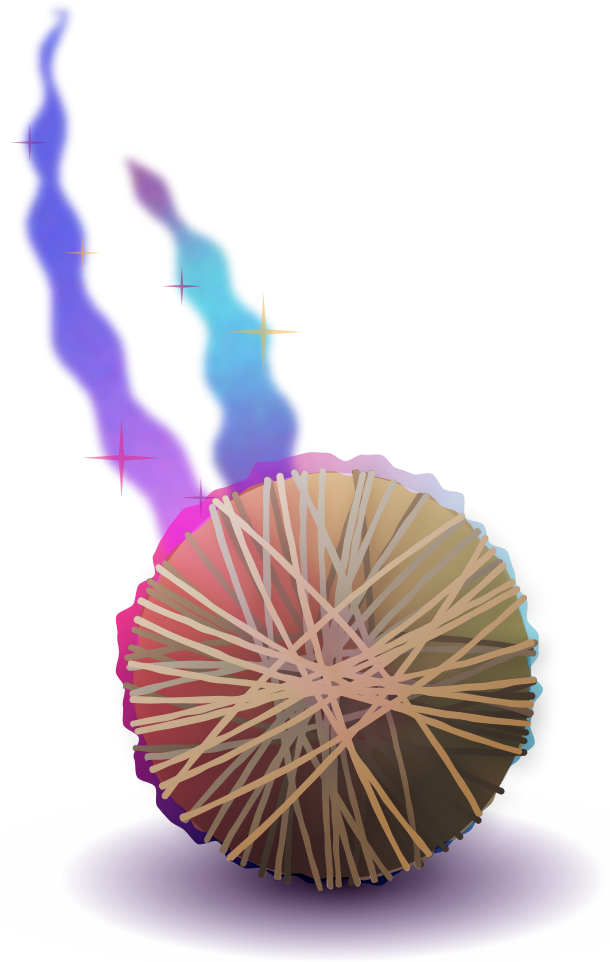
APPENDIX 2: HANDOUT 1 - A RAW MATTER

The Ball of Twine is just one possible state of the Raw Matter! Raw Matter from the plane of Limbo shifts chaotically and endlessly. It's only a **Ball of Twine** now because it's been stabilized through great mental effort. Turn it into a **Containment Ring** by using your brains!

ALTERING RAW MATTER

You'll need to transform the Raw Matter to the desired form by iterating it through multiple forms.

- All players must take turns to pick the next form.
- Each form must be a **thing** (a noun or noun-phrase, not an adjective, verb, or other word).
- Each form must be related to the previous one- if you've played the "Word Association Game", this is sort of like that. An **apple** is related to a **tree**, a tree is related to **growth**.
- The first form is a **Ball of Twine**. Turn it into a **Containment Ring**.
- The DM is the final arbiter of what things work and what doesn't!
- **WARNING: CERTAIN FORMS MAY HAVE UNINTENDED EFFECTS.**



APPENDIX 3: A RAW MATTER - UNINTENDED EFFECTS

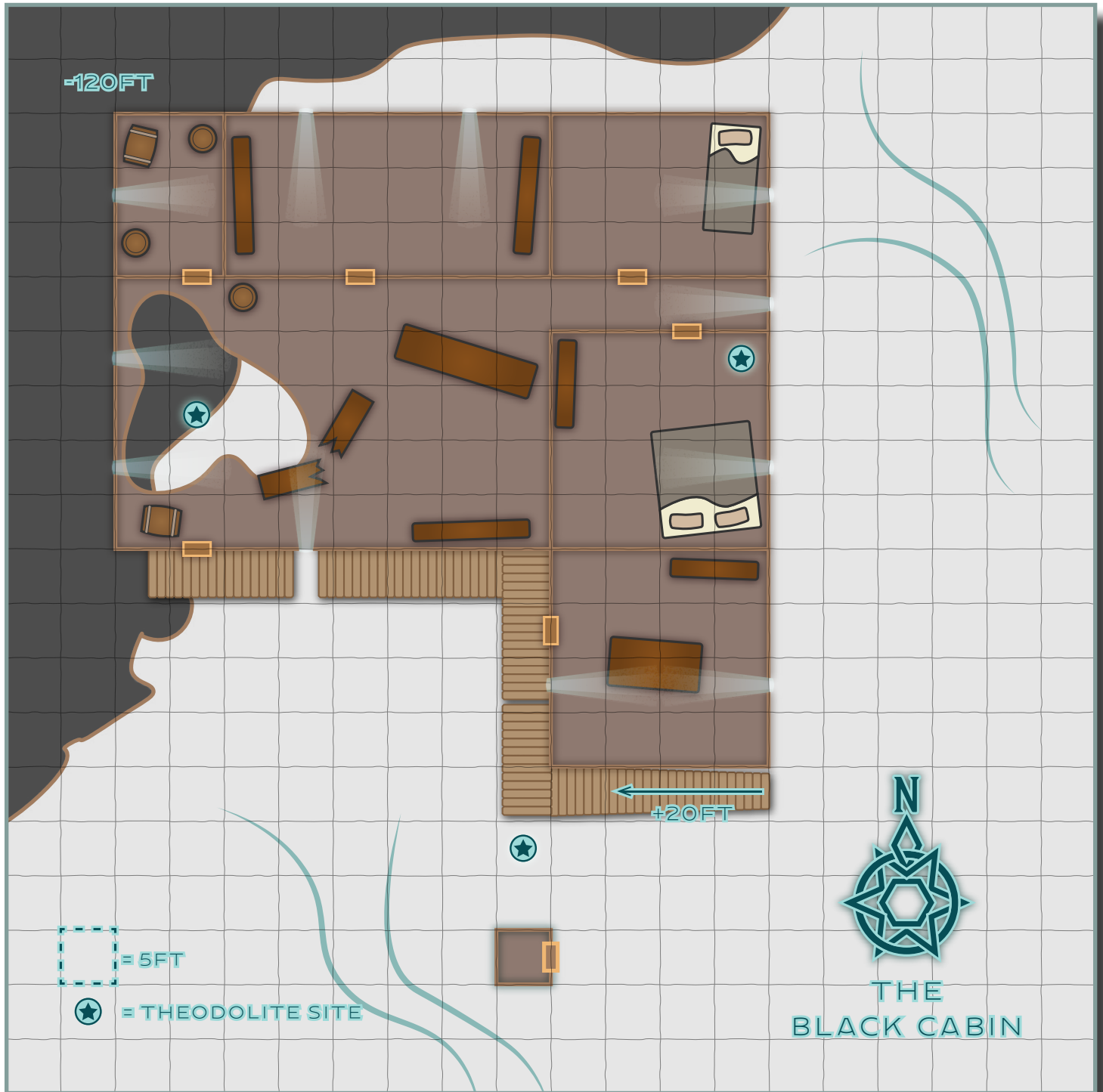
Type of Thing	Effect
Related to Fire, Lightning, Thunder , or Cold .	The matter flares as it changes, and deals 4 (1d8) damage of the appropriate type to that player's character. (Fire damage is converted to cold by the Coldlight Star)
Something that is "too dangerous" to be near. (eg. The Sun, Acid, Incendiary Cloud)	The matter turns into the thing for a split second, if it would deal damage from other conditions being met, it still does. Then it turns into a perfectly generic and safe Cube or Sphere instead.
Opposite of the preceding thing.	Psychic backlash deals 4 (1d8) psychic damage to that player's character.
Only related to the previous thing by visual similarity . (Eg. Ream of Paper to Bolt of Cloth)	The matter turns into the thing, but begins to vibrate strangely. The third time such visually similar forms are selected, the matter discharges the energy as 4 (1d8) thunder damage to all characters, then it turns into an item of the DM's choice made of a material it's not usually made of.
Thing is bigger than a 5ft cube .	A miniature version appears. If the thing is bigger than a 20ft cube, psychic backlash deals 4 (1d8) psychic damage to that player's character.
Thing is a creature .	The matter turns into a lifeless statue of the thing. It is made of a single material of the DM's choice.
Thing that is abstract, intangible, a location , or otherwise cannot be represented normally even after following the preceding rules. (eg. Capitalism, Magnetism, Forest, Cackle Fever)	The matter turns into a symbolic representation (that still counts as the thing) but its form becomes increasingly unstable. The third time such unstable forms are picked, it shudders and flickers, dealing 4 (1d8) force damage to all characters then "resets" into a Ball of Twine.

ADJUSTING THE ENCOUNTER

Very Weak, Weak, Normal: No Adjustment

Strong, Very Strong: Double the damage to compensate for increased HP pools.

APPENDIX 4: THE BLACK CABIN MAP



APPENDIX 5: CHARACTER REWARDS

The characters can find the following magic items in this adventure:

MIX #5 (EVERSMOKING BOTTLE)

Wondrous Item, uncommon



A decanter filled with infernal firewhiskey, hewn from gaudy iridescent crystal, it weighs one pound and is strangely sturdy. Strange additives inside cause the liquid within to roil aggressively and smoke endlessly. A hastily scrawled note indicates that you shouldn't drink it.

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.

This item can be found in the *Dungeon Master's Guide*¹³.

WINTERGREEN GUARD (SMOLDERING ARMOR - BREASTPLATE)

Medium Armor - Breastplate, common



When you are struck by bludgeoning damage, the armor emits oils which create a cool numbing sensation. While not particularly effective at its intended purpose, the volatile oils produce a visible and pleasant smelling vapor which waft from under the armor.

This item can be found in *Xanathar's Guide to Everything*¹⁴.

POTION OF HEALING

Potion, common

Whatever its potency, the potion's red liquid glimmers when agitated.

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

This item can be found in the *Player's Handbook*¹⁵.

¹³ DMG p. 168

¹⁴ XGE p. 139.

¹⁵ PHB p. 153. or DMG p. 187.

APPENDIX 6 - DUNGEON MASTER TIPS

To run an adventure as a DM, you must have three to seven players, each with their own character within the adventure's level range (see the "Adventure Primer" section at the start of the adventure).

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

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

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it's the beginning of an adventure, they can declare their activity and spend the days now, or they can do so at the end of the adventure. Players should select their char-

acters' 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