

AMARUNE'S ADVENTURES



Terror in the Ice

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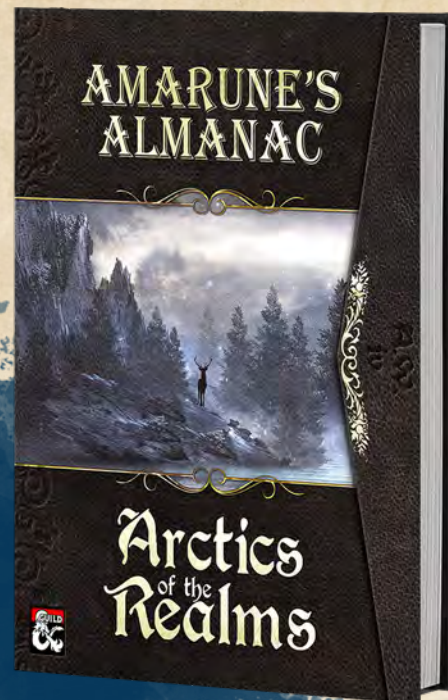
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Terror in the Ice

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you determine the best mix of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration. Player experience, character optimization, and magic items should also be considered when making the party strength determination.

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). This adventure is optimized for APL 8. 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 8	Very weak
3-4 characters, APL equivalent 8	Weak
3-4 characters, APL greater than 8	Average
5 characters, APL less than 8	Weak
5 characters, APL equivalent 8	Average
5 characters, APL greater than 8	Strong
6-7 characters, APL less than 8	Average
6-7 characters, APL equivalent 8	Strong
6-7 characters, APL greater than 8	Very strong

Factoring in

Non-Player Characters

For this adventure, NPC characters are provided to help weak and very weak parties with certain tasks. When this is the case, it is noted in the text. When the text refers to party strength, it always refers to the party strength as calculated based on player characters only and already takes into account that an NPC is assisting. This means that a party of 4 level 8 characters is still considered weak regardless of whether an NPC is joining them.

Quick Build Party

This adventure is designed to scale appropriately to any party of existing characters of levels 5 to 10. If the party is creating or scaling characters especially for the adventure, the following quick build is recommended:

- Level 8 characters

Equipment:

- (1) Starting Equipment
- (2) Any mundane armor, shield, and weapons available in the *Player's Handbook*
- (3) 3 healing potions per character.

3 permanent magic items chosen as follows:

- (1) Any uncommon magic item
- (2) An uncommon or rare magic item that is a shield, armor, or cloak
- (3) A rare magic weapon OR an uncommon wand, rod, or staff



The Sea of Moving Ice

MY SHIPS, THE *TERROR*, THE *EREBUS*
Are learning the meanings of their
names.

What madman christened them
The ships of *Terror* and of *Hell*?
In open sea they did four knots;
Here, they rot and cannot move at all.

—From the poem *Terror and Erebus* by
Gwendolyn MacEwan

AUTHOR'S NOTE

While the adventure's theme and certain names are inspired by the historical and fictional accounts of the Franklin expedition, any further similarities are purely unintentional.

Adventure Background

The Faraway Explorers are a company of treasure hunters currently operating out of the city of Luskan. They have recently discovered the ruins of an ancient fortress of the giants called Knorlfesting, located on an uncharted island in the Sea of Moving Ice. During a successful expedition to explore the ruins, so many artifacts of historical significance and value were discovered that they could not fit on the expedition ship to bring back.

Upon returning to Luskan, a second expedition was quickly mounted to pick up the remaining artifacts. In addition to the *Erebus*—the company's own ship—a former pirate ship called the *Terror of Ten Towns* was leased and retrofitted for the icebound journey.

Along with a sailing crew and the members of the exploration company, a number of adventurers were hired on to assist the expedition.

An uneventful outbound journey allowed for the safe loading of the remaining artifacts into the ships' cargo holds and the two ships set out on the return journey across the Sea of Moving Ice.

Adventure Overview

Chapter 1: Out of the Cold and Into the Ice

During the return journey, the ships are caught in a massive storm. Characters must assist with securing the cargo.

Chapter 2: The Terror.

As the storm clears, the characters' ship—the Erebos—finds itself locked in ice. The Terror of Ten Towns can be seen some distance away, similarly stuck. The characters must traverse the ice to discover the fate of the sister ship.

Chapter 3: Get Me Shelter

With the cold snap showing no sign of letting up and increasing danger to the ship itself, a decision is made to move the crew to land and prepare for a prolonged stay. They make landfall on the shore of a nearby island. The characters must explore the island and find a safe place to shelter.

Chapter 4: The Way Home

Having explored the island, the characters realize the biggest threat to their lives on the island is also their best chance to get home. A journey into a deadly lair determines whether they live or die.

NEXTMARS MEDIA

Adventure Hooks

Hired Adventurers. Most characters have likely been hired in Luskan to assist the expedition. There are a number of reasons why such an expedition would hire adventurers: pirates and giant raiders are the main dangers.

Giant Scholars, Artisans or Archeologists. A scholar or person of giant heritage has found their way onto the ship as a hired expert or as a paying passenger—perhaps sponsored by a museum or university.

Merchants. An antiquarian or trader in arcane goods is on the ship as a prospective buyer or an advance appraiser, either for an interested buyer or for themselves.

Sailor or Pirate. A number of sailors and former pirates were hired on to crew the two ships. This includes some of the Terror of Ten Towns's former crew. The sailing crews—regardless of their initial affiliation—were split up between the two ships.

Other Arctic Campaign (Alternate Hook). This adventure can easily be adjusted to be inserted into any campaign that involves travel across arctic waters. For *Storm King's Thunder*, the adventure can be inserted into Chapter 3, provided that the characters are of a high enough level to undertake it. For *Rime of the Frostmaiden*, the characters may be asked to assist the expedition by a third party, believing that the giant artifacts may hold some clues to the mystery of Auril.

For other campaigns, it can be adjusted during a return journey from any icy destination. If your story calls for it, the Terror of Ten Towns can be changed to be an unrelated ship discovered derelict in the ice, rather than a sister-ship.



Chapter 1: Out of the Cold and Into the Ice

The adventure begins as the party departs the giant ruins of Knorlfesting aboard the sailing ship Erebos. The expedition's second ship—The Terror of Ten Towns—left two hours earlier and can be seen in the distance.

Both ships are laden with artifacts and treasures recovered from the giant ruins. The ships are returning to Luskan, with the journey expected to take 20-30 days. A tenday is expected to be spent navigating the treacherous Sea of Moving Ice and then another tenday or so in open water along the Sword Coast.

The expedition is organized by an adventuring company called the Faraway Explorers. Eight of the Faraway Explorers accompany the journey, four aboard the Erebos and four aboard the Terror of Ten Towns. A number of additional adventurers have been hired for the journey. Of the hired adventurers, the player characters and three others are aboard the Erebos, while the rest are on the Terror of Ten Towns. Read or paraphrase the following text aloud:

It is morning aboard the expedition ship Erebos. Most of the crew and passengers are gathered on deck to bid farewell to the snow-covered island. The morning sun is blinding as it reflects off the pristine snow, causing sailors to squint and hold out their arms to shade their eyes.

The three-masted ship begins to glide away across the blue waters of the Sea of Moving Ice. Soon, the grey ruins of the giant stronghold Knorlfesting are but a speck in the distance.

The journey so far has been an easy one, with the ruins having filled the ship's hold with enough treasure to have many sailors looking forward to a rich night on the town in Luskan.

Soon enough, the frigid wind blows, shaking off the wistful looks back to land. They're replaced by those of practical determination as everyone sets in for the long journey across the dangerous sea.

Looking forward, there is only the ice-littered sea, the sky, and the comforting outline of the expedition's second ship a few miles ahead.

COMBAT NPCs

The three additional adventurer NPCs aboard the Erebos serve a secondary purpose of assisting weaker parties in combat. This is noted in the individual sections where it is relevant.

Part 1: Friends and Watches

With the adventure picking up on the return journey, the characters have had plenty of time to acquaint themselves with others aboard the ship. As such, the introduction of both player and non-player characters can take the shape of a flashback to either the initial boarding of the ship in Luskan or to time spent aboard during the outbound journey.

The Erebos runs on watches, with everyone aboard expected to be on-watch for 6 hours and then off-watch for 6 hours. The watches run from the 12 to 6 and 6 to 12 bells. While on watch, everyone is expected to perform various duties aboard the ship—ranging from helping sail to keeping iceberg watch while in the Sea of Moving Ice.

The characters must be split up into the First and Second watch. This determines which NPCs they spend the most social time with during the journey.

ICE SAILING FACT

Aboard tall ships traveling through arctic waters, watching for icebergs is a matter of life and death. While large icebergs can be spotted from far away, smaller bits of iceberg called "growlers" are tougher to spot and can be just as dangerous if they collide with the hull at speed.

Non-Player Characters (NPCs) in This Adventure

After Chapter 1—which is more traditionally structured—the adventure generally does not refer to which NPC has what information to present to the players.

It is intended that the DM—based on the NPC's role and relationship to the characters—finds the right NPC to deliver a piece of information or task to the players.

For example, the Captain is likely to dictate ship-related tasks, while the leaders of the Faraway Explorers make decisions regarding the overall expedition. Everyone is working together, so it is not of particular importance which specific NPC says what.

The goal is to allow relationships to develop naturally and for conversations to create a sense of other living characters taking part in the journey.

Introductions

In addition to providing an overview of the characters for the DM, the following NPC section can be used to build a more enhanced character introduction that builds on-board relationships. For a group more eager to jump into the adventure, this section can be skipped, or brief summaries can be given.

To run the enhanced introduction section, start by splitting the player characters into the two watches. Characters that are close friends may opt to be on watch together, but the entire party cannot be. Watches can also be assigned randomly.

Once watches are assigned, rather than having a player introduce their character purely to the players, describe a flashback from their initial boarding of the ship and/or the outbound journey. During this flashback, have them introduce themselves to other PCs and NPCs they encounter while on watch with them (the watch assignments of the individual NPCs are listed below).

The first such encounter should always include Sheckla and/or Frink. They're the members of the Faraway Explorers who have hired the adventurers or at least had to approve them joining the ship. This encounter helps set the backstory for the journey, not only for the individual characters, but for the party as a whole.

As a general rule, all the NPCs aboard want to be on this journey, perform their tasks diligently, and do not act in an adversarial manner. These are comrades, not hidden villains. In addition to the listed NPCs, there is a crew of 30 sailors, of whom two run the kitchen and one is the ship's medic.

Other than the captain and first mate who share a cabin, all the rest of the crew and passengers share a sleeping area below decks with bunks separated by thin partitions, without a door.

There is also a mess hall that doubles as a common room outside of meal hours.

There is no expected outcome from these early social introductions other than familiarity with the journey and others on board.

The Erebos



NPCs Aboard the Erebos

First Watch



Captain Karle Gloast, male human, NG. Well into his fifties, the captain fits the “grizzled sea dog” cliché perfectly—wild grey beard, pipe, and all.

After a brief stint on a pirate ship as a teenager, he fell in with the Faraway Explorers and made enough coin to buy his own ship. Having officially retired from the company to sail, he is always thrilled to provide transport for their sea-bound endeavors.

Captain Gloast is a reliable and capable seaman who cares about his crew and friends. Despite his many adventures dealing with magic and treasure, the tales he likes to tell are always of the sea and its whims. The captain is stoic and responsible, drinks only in moderation, and does not gamble.



Sheckla and Frink, orc female and halfling male, LN, NG. Leaders of the Faraway Explorers. Those involved in the adventuring life are well familiar with the sight of an odd combination of characters walking into a pub as a group. This is no different

for the Faraway Explorers, who are currently led by a wife & husband team of an orc and a halfling.

Sheckla, despite her imposing 7-foot height and thick musculature, moves with a lithe grace even aboard a ship fully at sail. The more quiet of the two, she is a strategic thinker and the one to put together complex long-term plans. Her spare time is spent going over sea charts, researching and planning future expeditions, and occasionally playing games of the more intellectual nature such as dragonchess or three-dragon ante.

The thing that Frink has most in common with his wife is the ability to move with precision and dexterity. It was as the scouts for their adventuring party that the two initially grew close. Frink is the more talkative and charismatic of the pair. If a deal is to be made, contract to be negotiated, or a tale to be told, he’s likely the one to be doing it and with gusto.

Frink’s spare time is often spent getting to know others. He has an uncanny ability to make time for a conversation and drink with everyone from novice sailors to seasoned adventurers.





Naivara Firahel, wood elf female, hired adventurer, LG. There is a strange duality to Naivara, making her seem at times stand-offish and other times carefree. She had spent the last several years working tirelessly to find and rescue her brothers from drow captivity.

It is only recently, after saving one and leaving the other dead in the attempt, that Naivara has felt freedom from the weight of that responsibility. Signing on to this journey is less of a job and more of an adventure and a chance to learn how to live for herself again. The many years of never letting down her guard have made the transition difficult.

Naivara has spent most of her adventuring career guarding overland caravans. While this has made her an expert ranger and well-adapted to cold weather, she's inexperienced upon the seas.

Naivara splits her spare time between learning all she can about ship operations and hesitantly partaking in any recreational activities she's invited to.

To prepare herself for the journey, Naivara spent quite some time reading through a Luskan library copy of *Amarune's Almanac: Arctics of the Realms*. Being a ranger, her interests were mostly in useful arctic flora and she'd copied a number of plant descriptions and properties into her personal journal. They're not exhaustive and mostly in short form.

Second Watch

Razor Boam, male human, CG, member of the Faraway Explorers, serving as First Mate of the Erebos. Razor is a thin charismatic human with an elaborate mustache and a deep baritone voice that seems ill-fitting to his colorful persona. Yet one need only hear him sing a soulful song to see that it indeed fits perfectly.

Razor is an able seaman and captain of his own small ship the *Razor's Edge*. With the Erebos's usual first mate taking command of the *Terror of Ten Towns*, Razor gladly signed on to serve under Captain Gloast. To learn first hand the navigation of the Sea of Moving Ice is no small feat.

Razor's time adventuring is split between the Faraway Explorers, performing secret tasks for the Harpers, and pursuing his own interests, the chief of which is elven history. About his varied pursuits, Razor is quick to remark he'll do just about anything "for a song to sing and a tale to tell".

Razor's perpetually in a good mood and his spare time is spent entertaining, being entertained, or pursuing an ever-increasing number of ever-fleeting romantic interests.



JACK HOLLIDAY & BARTEK BLASZCZEC & WIZARDS OF THE COAST

Silver, female half-drow, CN, hired adventurer.

With long snow-white hair, pale skin closer to an albino human than a typical drow, and eyes of such light blue that the irises are barely visible, it is of little surprise that sailors refer to the half-drow as a witch and give her a wide berth.

Silver herself cares little for what she is called. As a matter of fact, few on board have seen her express strong emotions of any kind. When she speaks it is most often to her goliath companion and in an even, instructional tone.

Silver is a follower of the wind and travel goddess Akadi, with her symbol of a white cloud depicted beautifully upon her shield. While it is Akadi's teachings that bids followers to travel and explore, Silver's magical powers run beyond those granted by her goddess and into the arcane arts.

She hired into the journey in part to get away from the mainland and in part to spend time with her companion—a young goliath warrior whom she's recently taken on as a sort of apprentice.

Silver's spare time is mostly spent in prayer, meditation, and practicing the arcane arts. Conversation about arcane knowledge and demonstrations of abilities quickly arouse her interest.

Jorus Last Standing of the Vianaki Clan That Is No More, male goliath, CG, hired adventurer.

The nearly 8-foot-tall goliath with the long name and deep voice is barely twenty years old, yet sports a full white beard. Though it is obvious that he knows little of the ways of the world, there is a clear harshness about him that hints at having seen things no youth should.

The goliath was the only survivor of a brutal necromantic attack on his tribe. Powerless to stop it at the time, he was found by Silver. She offered him a magical gift, an opportunity to become powerful enough to avenge his people. The power he has accepted is a dangerous one and so her accompaniment is as much an act mentorship as it is of oversight.

Despite his tragic background, the young goliath is typically good-humored, loud, and up for anything. The combination of earnestness, having the strength of ten, and being the least experienced person on board leads Jorus to be well-liked by the crew. Jorus spends his spare time listening to others and only occasionally brooding off by himself.



Part 2: The Storm Cometh

It is three days into the return journey toward Luskan. In the mess hall, the time just past six bells is the busiest. The smell of hot soup mingles with that of many bodies as the evening meal is served. Laughter, loud burps, and the clanking of metal dishes fill the air.

Those coming off watch rush into the warm room with icicles in their beards and hair, while those starting slowly pull on thick cold-weather gear before heading up.

It is at mid-meal that the room suddenly falls silent. Conversations stop and all eyes turn to the center of the room. There, hovering barefoot a few inches off the ground is Silver, the ship's strange half-elf witch. Her arms are spread wide and although her eyes are closed, the skin of her pale white eyelids shakes with movement.

Though seeming to last forever, it is only after a few seconds that the witch's calm yet powerful voice breaks the silence. "A storm is coming. Bigger than any these waters have ever seen. This one is sent not by any see goddess, but by Auril herself! Make ready!"

Among the superstitious sailors, there is not a moment of hesitation or question. They shovel the last of their food into their mouths and begin preparing the ship.

Once she has spoken, Silver walks calmly outside, still barefoot, and takes watch upon the forecastle. She has had a vision from her goddess about a devastating, likely unnatural storm. She is preparing herself to safeguard the ship with magic as best she can.

It is barely minutes after the announcement that lightning illuminates the distant night sky and wind begins to gust. Captain Gloast calls out orders in a raised, yet calm voice, and the crew takes in the sails. The ship begins to pitch more erratically as the swells grow.

Interactions During Storm Prep

Before the storm hits full on, the characters have an opportunity to interact with others and prep the ship. Allow every player to describe what their character is doing. Actions can include helping take in the sails, securing loose items in the holds, checking on crew, or discussing the situation with others.

While not required, DC 10 checks as appropriate can be used to measure success at anything challenging. Note any such actions and use them to potentially grant advantage as appropriate once the storm hits.

Throughout their actions and interactions in preparation, the characters become aware of the ship being overloaded, though at this time it does not yet pose a problem.

Overloaded

The ruins of the giants' city contained a massive trove of valuable artifacts and treasure—enough to fill the cargo holds of the two ships and more. As such, it was decided that some goods would be stored on deck.

This was a dangerous proposition, but was not done lightly. Carpenters added extra braces to the makeshift storage area mid-ship and the crates stored there were tightly sealed, covered with thick nets, and secured with heavy ropes and sturdy chains, creating one giant wrapped up container fastened to the deck.

Knowing the risk of topside storage, items of least importance were stored up top. Due to the crates being all covered by the same tarp and wrapped together, it's not possible to look at their precise contents, but discussion with NPCs reveal that comprising the large wrapped container are 6 solid crates, with 2 each of the following:

Extra Provisions. The expedition had been well stocked, with enough food to remain on land up to 2 additional tendays. Having wrapped up quickly, provisions for the sea voyage were left below, with the extra stored here, unlikely to be needed. The food is perishable, not worth much in gold.

Land Expedition Gear. Tents and other equipment had been used to set up a small shore camp by the ruins, as well as to help lift and move heavier artifacts. There is 1,000 gp worth of equipment here, but none of it is useful at sea.

Additional Treasure. A loading mistake resulted in two crates of artifacts not being loaded into the cargo hold. Wanting to set off sooner rather than re-pack the ship, these were added to the topside storage. The artifact crates weren't properly marked, but it's expected that their contents are worth at least 5,000 gp.

Heart of the Storm

As the storm hits full force, it soon becomes apparent that the entire ship is in danger, and that the topside load must be released. Read or paraphrase the following:

As the storm hits the ship, chunks of ice—previously floating harmlessly in the sea—soon become deadly missiles threatening the hull with each collision.

Great waves of freezing water rush over the sides of the ship and back out as it rolls. Most of the crew is secure below decks, save the brave few who've secured themselves with ropes and continue their sailing duties.

The white-haired elf hovers in mid-air five feet above the ship's deck, unfazed by the storm. Her arms are in continual motion performing arcane gestures, though whatever mystical words she is muttering are lost to the howling wind.

As a chunk of sea ice the size of a wine barrel is flung toward the ship, the witch's arm reaches out so as to say "stop" and it is batted away as though by an invisible hand.

On the deck, one of the chains holding down the wrapped container of additional cargo snaps violently and comes flying. It hits a sailor squarely in the head, causing him to drop to the deck, limp as a sack.

The captain's alarmed shout comes from the back of the ship: "If that cargo container gets loose, it'll snap the mainmast! Do something!"

The tied-down container of crates is getting loose. It is located close to the main mast and if it gets fully loose, the violence of the storm is likely to ram it into the mast—causing devastating damage to the ship.

At this crucial time, the characters must act quickly. Given the strength of the storm, it is not possible to secure the container well enough to keep it on board, though this is not necessarily known to the party at the outset.

Roll initiative. At the top of each round, waves of cold water roll over the ship's deck and every character on deck must make a **DC 15 Strength saving throw**. On a failure they take 10 (4d4) bludgeoning damage and be knocked prone. On a success they take half and are not knocked prone. Here are the possible actions and checks the party can take during this time. Additional actions can be added as required.

Note: If the party consists of 4 or less players, Naivara Firahel joins them on deck and assists as they see fit.

Taking Stock of the Situation

Investigate the Container Status. A successful **DC 13 Intelligence (Investigation, Nature, or with water vehicles) check** allows the characters to quickly figure out that even if they were to secure the container, it's not likely to survive the violence of the storm and would get loose again. If made or repeated after the first round, this check also reveals how many rounds the characters have to deal with the crates.

Weight of the Container. A successful **DC 13 Intelligence (Investigation) or Strength (Athletics) check** reveals that, as is, the container is far too heavy to move. It must be disassembled into individual crates if anything's to be done with it.

Unnatural Storm. A successful **DC 13 Intelligence (Arcana, History, or Religion) check** reveals that this area of the Sea of Moving Ice is infused with the magic of long gone civilizations. It is part of the reason why it can only be reached by ship—long range teleportation simply fails here. While the storm is infused with magic, it is not a magical effect or something targeted. It is a "natural" magical phenomenon, likely tied to the recent unrest of the winter goddess Auril.

Fighting the Storm. A Tempest cleric, Storm sorcerer, druid of the Arctic, Coast, or the Frozen North may attempt to assist Silver in shielding the ship from the storm. Doing so takes their action each turn, as well as their concentration. Each turn that they spend combating the storm and succeed on a **DC 15 Intelligence (Arcana or Nature) check** using their spellcasting ability, they grant everyone on board advantage on all ability checks made until the start of their own next turn, when they must repeat the check. Multiple characters may attempt to assist, though multiple successes yield no additional benefits.

MAKE YOUR OWN FUN!

The checks below represent the suggested mechanics for resolving the harrowing situation. DMs wanting to alter the checks or success conditions can add, remove, remix, and improvise! It is intended that choosing which crates to save is a meaningful choice, as such, it should never be possible to save more than 4 out of the 6 crates! If the character's require additional prodding regarding what to do during the storm, Captain Gloast can provide additional guidance at the top of every round.

The Knocked Out Sailor. The sailor knocked out by the chain has been carried across the deck and is swept away at sea by the waves at the top of the 2nd round unless a character intervenes. He is 40 feet away from the main door leading below decks. A **DC 10 Wisdom (Medicine) check** is enough to ascertain he is alive. The sailor can be grappled unopposed and moved as normal. He is considered willing for the purposes of short-range teleports to get him to safety.

Input from Top. If the characters had not previously learned about the container on deck and its contents, they can do so now by interacting with the captain or any of the members of the Faraway Explorers.

The same NPCs can also advise them about the danger of the container hitting the mast if it's not secured.

Priorities. Sheckla and Frink quickly surmise that some of the contents (up to 4 of the 6 crates) can be fit below deck into the common room if they're taken out of the large crates. (The individual crates are too big to fit through the door leading below decks, they were designed to go through the main cargo hold hatch, which is both sealed and full.)

The expedition leaders would hate to lose any of the artifacts—some might be magical—and ask Jorus, the goliath to work on getting those crates moved to the door, from where they intend to hand-bomb contents underneath.

If the characters do not agree with prioritizing the artifacts crate, a successful **DC 15 Charisma (any appropriate) check** is required to get Sheckla and Frink to change priorities. If this fails, but the characters have an argument that appeals to safety and the greater good, a separate **DC 13 Charisma (Persuasion) check** can be made to convince Jorus of this course of action. On a success, he takes the characters' side in the argument, resulting in Sheckla and Frink changing their mind and letting the characters decide what to save.

Clearing the Container. The 6 crates that comprise the large container are secured to each other and the ship by ropes and chains and covered by thick nets which bind them into one large item. Each crate is a cube 10 feet to a side and weighs just under 1,000 pounds. Inside are either smaller boxes holding individual items or larger items individually packed.

Unlatching the Ropes & Chains. To allow individual crates to be moved without setting the whole container loose requires precision in undoing the ropes and chains. A **Dexterity (Sleight of Hand) check** is required. On a result of 18 or higher, the

character may choose to free 1 or 2 crates cleanly. On a Result of 14-17, the character frees up exactly one crate. On a result of 6-13, one crate is freed up, however a chain is left loose resulting in the **loose chain** effect below. On a result of 5 or lower, the crate is not freed and there is a **loose chain**.

Loose Chain. If a chain breaks loose as a result of character actions, any character entering within 10 feet of the container for the first time on a turn or starting their turn within 10 feet of it must make a **DC 15 Dexterity saving throw**, taking 10 (3d6) bludgeoning damage from the swinging chain, or half as much on a success. The chain can be reined in permanently by taking an action and succeeding on a **DC 15 Dexterity (Sleight of Hand) check**, however, and failure results in the character getting hit by the chain (no saving throw).

Moving a Crate

Once a crate has been freed up, it can either be saved or thrown overboard. To be saved, the heavy crates must be moved to the fore door leading below deck, where other members of the crew are waiting to unload them. It is 20-30 feet from the container's secured location to the door (depending on the crate's original location).

To be tossed overboard, a crate needs to be moved only 10 feet and a successful **DC 13 Strength (Athletics) check** must be made to push it over (moving and pushing can be done in the same action).

A combined strength score of 33 is required to drag one crate without a check and at the normal average speed. Multiple characters can use their action to help drag.

A combined strength score of 20-32 can move a crate at half their speed without a check, or at full speed with a successful **DC 17 Strength (Athletics) check**. If multiple characters are dragging, use their average speed.

Below strength 20, a successful **DC 17 Strength (Athletics) check** is required to move the container at half speed.

Magical means such as *telekinesis* can also be used.

To simplify the calculations, a creature with the Powerful Build trait or a large creature may use double their strength score for contributing to the above requirements.

Getting Help from the Sailors. A DC 15 Charisma (Persuasion or Intimidation) results in 2 additional **sailors** (see appendix B) coming up to the deck to help with the crates. Add the sailors to initiative immediately after the character who secured their

help. These sailors are subject to the same dangers as others on deck. (The lack of further help is due in equal parts to danger on deck, there not being enough room in the area for many more people, and other duties.)

Unloading a crate. One crate that is immediately by the fore door at the top of initiative gets unloaded into the ship by the crew. With the narrow passage down below through this door, it is not possible to unload any faster.

The Storm's End & Night

At the top of the 5th round, after any remaining crate by the door is unloaded, if 2 or more crates from the container remain on the deck, they smash into the ship's mast, breaking it (See the Broken Mast section later in this chapter for consequences). If only 1 crate from the container remains on deck, it is swept away harmlessly.

Otherwise, the ship continues to jerk violently and eventually most take shelter below deck to ride out the night. The night is rough and provides only a short rest. However, despite the lack of rest, the characters aren't subject to forced march rules for another 8 hours after the start of the new day. Five sailors suffer mild frostbite as a result of the storm (see Frostbite sidebar).

Make a detailed note of how many of each of the three crate types from topside storage were saved during the storm. The consequences of this become apparent later in the adventure.

The storm rages through the night. Watches are shortened due to the harsh conditions. Silver remains suspended mid-air, continuing to cast her protective magics.

Before dawn, her long white hair fills with icicles as an unnatural snap of cold strikes. The water calms and the ship stops rocking.

Sighs of relief at the storm's end are soon replaced by alarmed gasps as the loud cracking and smashing of churning ice is heard from the darkness beyond. The ship soon stops moving altogether. As if to signal the ship's stop, the exhausted witch collapses with a loud thump to the deck, her body sliding briefly along the icy boards.

When light finally comes, all is white. The ship is held firmly in the ice's grip, with the sea frozen as far as the eye can see.

Broken Mast. The breaking of the mast is a devastating blow to the ship and has several effects. When the mast breaks, it causes partial flooding below decks, requiring a night full of repairs and bailing out in the cold. Every character takes 10 points of cold damage. Three sailors die and 5 suffer from frostbite as the result of the eventual cold snap.

Everyone aboard the ship suffers a level of exhaustion due to working through the night.

The flooding damages the food supplies stores below, leaving enough food for only 3 days (unless extra food crates were saved).

FROSTBITE

For ease of reference, frostbite in this adventure refers not only to the medical affliction itself but to any other serious injuries sustained due to the cold.

Frostbite occurs only when specifically stated by the adventure and affects only the sailors. Frostbite is considered mild at first, becomes severe with a second exposure, and results in death on the third.

Frostbite can only be treated with rest, specific herbs as described in this adventure, or the *greater restoration* spell.

Chapter 2: The Terror

Part 1: A Cold New Day

When morning comes, the Erebos finds itself caught in the ice. The freak mystical storm has caused the sea to freeze for miles around. Even if manual labor were undertaken to break it up, it is far too thick to sail through.

That the ship survived Auril's wrath at all would be considered a miracle were it not for the efforts of Silver, whose unconscious body has been taken—with an almost fanatical reverence—to rest in the captain's quarters. She is in stable condition and needs only rest.

More alarmingly, in far distance across the ice, the outline of the Terror of Ten Towns can be seen, the ship's prow protruding from the ice at an odd angle. The captain suspects that the Terror was crushed by the ice, though it is too far to see clearly.

Mundane and magical attempts to signal the other ship are of no avail. Worried about the crew of the other ship, the leaders of the Faraway Explorers ask the characters to travel across the ice to investigate the ship's condition and assist the other crew.

If the other ship is in bad condition, it is possible that the crew is in need of rescue and every minute matters.

The mission is urgent and does not allow for a long rest prior to being undertaken.

WE DEMAND A REST!

Should the party choose to ignore the immediacy of the situation and insist on a long rest prior to departing, it passes without incident. However, when the party gets halfway to the Terror, they see it collapse and sink into the ice. There are no survivors and nothing is salvageable from the surface where it sank. The young remorhaz attack instead takes place in the open ice.

Part 2: Across the Ice

KEEP TRACK OF TIME!

Tracking time spent on the first day on the ice is critical, as several events take place and a lot needs to be accomplished. The adventurers have 8 hours of time before they'll need to take a rest or be subjected to the forced march rules.

The fact that they'll be short on time later on is not apparent when they first set off, but it is worthwhile to provide a refresher on the 8-hour adventuring day before travel pace is selected.

The Terror of Ten Towns is 6 miles away from the Erebos. The ice surface is difficult terrain, however, the ship has crampons that can be used by the party to allow them to ignore the difficult terrain caused by ice.

If at least one of the Land Expedition Gear crates was saved, there is also an ice sled that can be taken along in order to bring back injured or recovered goods. Otherwise the party will have to deal with whatever they find using makeshift supplies.

Dragging along the proper ice sled has no effect on the party's travel pace so long as it's empty. Using a makeshift one adds 5 minutes to the journey for every 30 spent traveling.

Note: If the party consists of 4 or less characters, Naivara Firahel joins them on the journey.

The characters may choose their travel pace:

Fast Pace. The journey takes 90 minutes each way. All characters suffer a -5 penalty to passive Wisdom (Perception). When applicable, this penalty is in addition to -5 suffered as a result of disadvantage from exhaustion.

Normal Pace. The journey takes 2 hours each way.

Slow Pace. The journey takes 3 hours each way. The party is able to use stealth.

Full Sled. If the party is bringing along a full sled or otherwise dragging goods—such as during their return journey—they can only travel at a normal pace as neither going quickly, nor stealthily is possible.

TRAVEL PACE, DISTANCES, AND MOVEMENT IMPROVEMENTS

Other than specific complications and delays, all journey times are calculated using the pace and distance charts in appendix C. These charts can be used to calculate distances and travel times for characters should they have other means of travel. Note that blowing snow and strong frigid winds should strongly impact travel by flight (DM discretion). If the characters have ways to significantly improve their travel speed—such as by summoning powerful mounts or similar means, this results in a maximum benefit of improving their fast pace speed from 4 miles per hour to 6.

Traveling faster than 6 mph is not possible given the terrain and conditions.

Soft Ice

Halfway to the Terror the party encounters a hazard. Unbeknownst to the characters, the pack of young remorhazes had passed through the ice here. While they're now gone, they've left a number of tunnels in the ice across a 50-foot radius. The soft ice is difficult to spot and requires a successful **DC 17 Perception check**. On a success, the entire area is spotted and can be circumvented.

If the initial check is failed, the party ends up partway into the area before the first characters fall through.

Each of two characters chosen at random must succeed on a **DC 15 Dexterity saving throw** or have their leg fall painfully through a hole in the ice, causing 10 (4d4) points of slashing damage. On a success the character avoids falling through and takes no damage.

Once the soft ice is discovered, each character in the radius needs to succeed on a **DC 15 Wisdom (Survival) check** to find their way out safely. If they fail, they must make the Dexterity saving throw as described above and can then repeat the Survival check. The same character can fall through a maximum of 3 times before getting out of the field.

Part 3: In Terror's Wake

BACKGROUND (DM ONLY)

While a number of the crew were lost to the storm, the Terror of Ten Towns survived its initial bout with the weather and was only crushed by the ice once the sudden freeze hit. The freeze broke the hull in two, resulting in the contents of most of the cargo hold contents sinking to the bottom of the freezing sea. Water then filled the submerged aft part of the ship and then froze.

A dozen survivors made it into the forecandle section in time to survive the freeze. Shortly afterward, a pack of remorhazes drawn to the ship's heat burrowed through the ice and attacked the survivors.

Exhausted from the storm, and many suffering from frostbite, the survivors could not put up much of a fight. They were killed and eaten by the young remorhazes. One sailor managed to survive the attack by hiding in a giant chest made of adamantine that was being transported with the recovered artifacts. The sailor is passed out from the cold inside the chest and on the verge of freezing to death.

The remorhazes were drawn by heat and sound. While they have departed the area, the newest source of food is sure to draw them out.

In the Ice

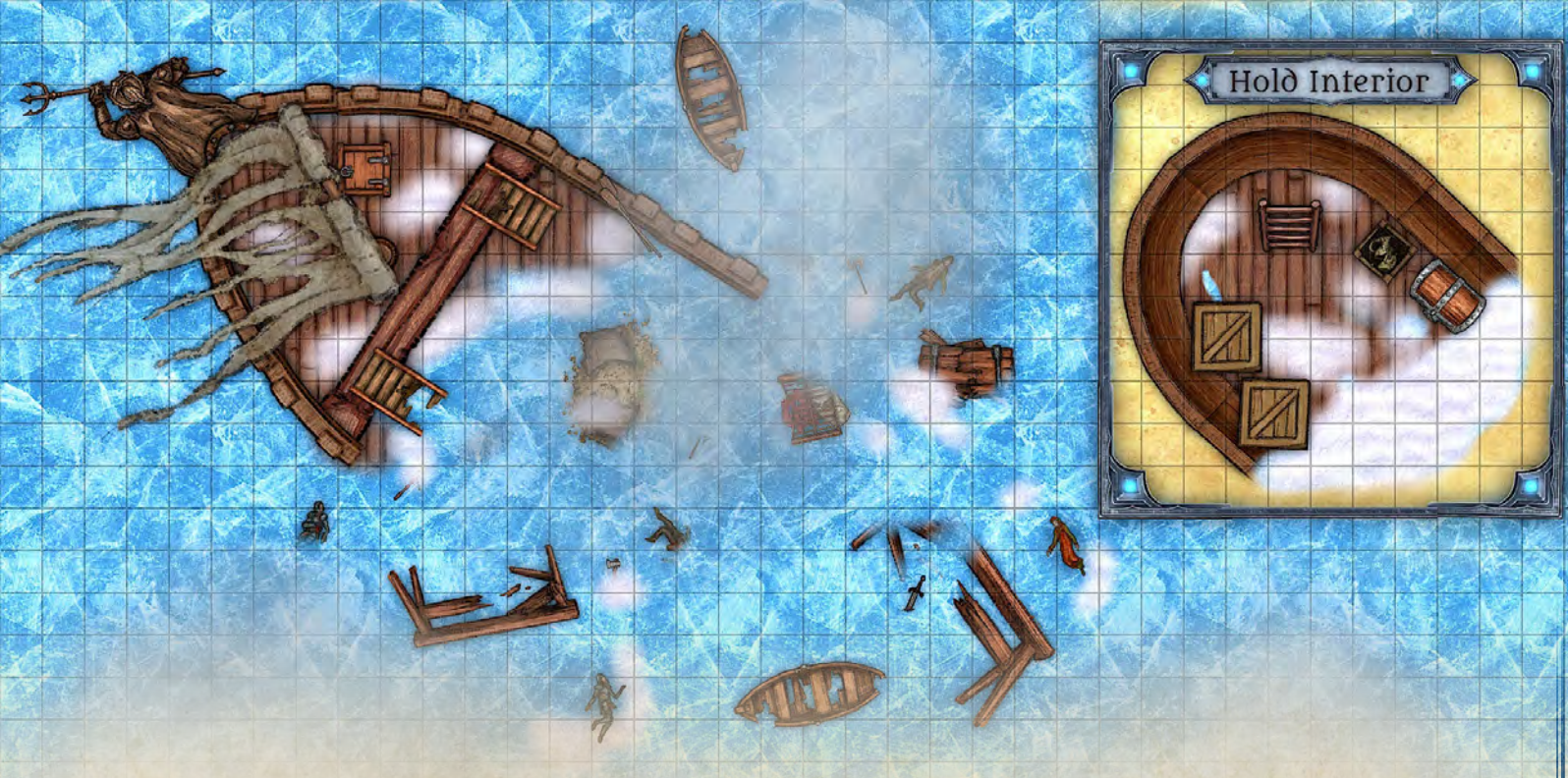
When the characters reach the Terror of Ten Towns, they discover that it has been crushed by the storm. The ship's hull is broken into two large pieces, with the forecandle sticking out of the ice at an angle and the aft section mostly sunk beneath the ice. Read or paraphrase the following:

What was once a mighty sea-faring vessel now lies broken in the ice like the shards of a broken ceramic jug in a white sea of spilled milk.

It is a sobering thought that this could just as easily have been this morning's fate of the Erebus.

There is no sign of movement. A severed, frozen human arm lies on the ice as if reaching out for help.

Characters can discover the following while exploring the ship's vicinity:



Bodies. The Terror had carried a total of 25 souls, including several hired adventurers. Upon initial inspection, there is no one left alive. Parts of bodies can be found around in strange conditions. The combination of freezing and their features being warped and melted make it difficult to identify exactly what else happened to them. A successful **DC 13 Wisdom (Medicine) check** reveals that in addition to being torn apart and frozen, the bodies look to have been burned. A successful subsequent **DC 15 Intelligence (Investigation, Arcana, or with alchemist's tools) check** reveals the burns are not consistent with an open fire such as from coal or wood, but some other kind of intense heat, most likely a heated object or liquid.

(Until the attack happens, there is not enough evidence to conclude that this was a remorhaz attack).

Weapons. A number of weapons are scattered about—not necessarily near the bodies, most of which had been dragged away as they were being torn apart. Almost every weapon is damaged—wooden handles are burned through, metal is warped from heat. A successful **DC 13 Intelligence (Investigation) check** reveals the reason the weapons are not near the bodies is because the bodies were dragged away. It also confirms that there was a battle here, though there look to be no remains of the attackers.

Adamantine Greatsword. A successful **DC 13 Wisdom (Perception) check** spots the tip of a sword hilt protruding from the ice. A result of 17 or higher also draws their attention to a small pool of meltwater located where it enters the ice. A character attempting to draw it out has their hand burned by grasping the handle and takes 10 fire damage. The character takes no damage if they are wearing heavy armor or magical handgear such as gloves or gauntlets

This sword had been used to slash a remorhaz and its secretion—called thrym—covers the sword's blade and top of hilt, but not the crossguard.

If the character notices the heat coming off the sword, it is not difficult to draw it out using other metal (which also heats up) or tools. A successful **DC 15 Intelligence (Investigation, Arcana, Nature, or with an alchemist's kit) check** reveals the sword is covered in a thin film of some substance that creates immense heat. It is likely that this substance was what eventually warped the other weapons. A **DC 15 Intelligence (Arcana, History, Nature, or with Smith's Tools) check** identifies the sword as being made of adamantine and the metal's much higher melting point protects it.

Soft Ice. Having previously encountered soft ice, more of it can be spotted with a passive Wisdom (Perception) score of 10 or higher. There are spots all around the ship.

Forecastle. The forecastle of the ship sticks out of the ground at an unnatural angle—the ship had been crushed in two and began to sink just as the sudden freeze hit.

A hatch leading to the crew area below is latched closed from the inside. A successful **DC 15 Strength (Athletics) check** can prop it open—a task trivial with a crowbar. If the characters are unable to open it, breaking through the wood of the ship is also possible.

Inside, the scene speaks to the last minutes of the ship's crew. The wooden part of the floor stretches into the depths of ice at the spot where the ship had broken apart. More body parts are strewn about—closer to the ice section than the wood.

Remains of boards taken from one of the area's two 10-foot cargo crates identical to those on board the Erebus can be seen. The crate had been disassembled so that the boards could be used to patch holes in the hull.

Several broken giant artifacts are also scattered about the area. Among these is a large (8 feet wide, 4 feet tall, 4 feet deep) and very hefty chest made of stone other than its lid. The top of the chest's lid looks wet, and a closer examination reveals a spot where it is covered in the same heat-causing substance as the greatsword outside. While only a spot of the chest is covered in the substance, it is causing the entire lid of the chest to be warm to the touch.

A successful **DC 15 Intelligence (Arcana, History, Nature, or with smith's tools) check** identifies the chest's lid to be made of adamantine. No check is required if the party has already identified the adamantine sword outside.

Inside the chest is the only survivor of the remorhazes' attack on the Terror. If the party has taken more than 2 hours (by at least 10 minutes) to reach the area, the sailor inside has succumbed to previous injuries and is dead. Otherwise, the sailor is unconscious but stable. If healed and wakened, the sailor can tell the party about the loss of the ship and the remorhaz attack and hiding in the chest.

The Remorhazes Return

Read or paraphrase the following:

Briefly, the sound of water hitting water can be heard. It is like an icicle melting and hitting a puddle below. But it is too cold for that. There is another drip. The sound is coming from below the ice!

Bubbles begin to form in the ice and pop softly as they reach the surface. In an instant, the ice begins turning to water and the water begins boiling.

Then something terrible and hungry bursts through it!

At some point during the party's investigation of the Terror, 4 **young remorhazes** (see appendix B) return and attack them. It is DM discretion when the attack occurs, though it is recommended that at least some top level exploration takes place first, hinting at the presence of danger.

The remorhazes emerge from the ice and any character with a passive Wisdom (Perception) of 11 or lower is surprised. Remember to account for exhaustion and any other modifiers.

ADJUSTING THE ENCOUNTER

The encounter consists of 4 young remorhazes.

Very Weak: remove 2 **young remorhazes**. Both remaining are injured and have 70 hit points each.

Weak: Remove 1 **young remorhaz**, one of the remaining remorhazes is injured and has 50 hit points

Strong: Add 1 **young remorhaz**

Very Strong: add 2 **young remorhazes**

Treasure

Once they've disposed of the remorhazes, in addition to recovering the *adamantine greatsword* (see appendix A), the characters are able to salvage 3000 gp worth of artifacts, the lid of the adamantine chest (if they wish), and one full crate of provisions.

If they had brought the ice sled, it is able to carry all the salvage with minimal effort. Otherwise, they must create a makeshift sled, which slows their return journey.

The characters are able to take a short rest prior to returning if they wish, however, they should be aware of the time, as once it has been more than 8 hours since their trip across the ice began, they must begin making exhaustion saves associated with a forced march at the end of every hour.

Chapter 3: Get Me Shelter

There are more developments when the party returns to the Erebos and a long rest is not immediately possible.

Part 1: Meeting of the Minds

On the return approach, smoke can be seen coming from the Erebos, but it is a pleasant one, accompanied by the smell of soup.

The ship is intact and friendly lookouts can be seen waving from the rigging.

A meeting to discuss the fate of the Terror of Ten Towns and the new developments is immediately called.

After the characters return to the Erebos and report their findings, a leadership meeting is called. Sheckla, Frink, Razor Boam, and Captain Gloast all attend. The adventurers are invited but not all required to attend. Those who do not attend may use the time for a short rest.

The following updates and decisions emerge from the meeting:

Ice Conditions. The ship is slowly being crushed by the ice and at the current rate, it'll be lost within a month. While manual labor can stave this off for a short time, it is unlikely to change the fact. The best hope is that the unnatural freeze lets up during that time and it becomes possible to sail away.

Provisions. The ship had enough food supplies below deck to last two tendays. With careful rationing, they can be made to last four. Each rescued crate of food has enough supplies for an additional tenday.

Location. Clearing weather has revealed the ship is stranded several miles from a mountainous arctic island. The island has been dubbed Boot Island on account of its biggest peak having looked like a boot when it first spotted. The island looks to be of large enough size to potentially sustain life.

Remorhazes. The report of remorhazes spells further trouble. Jorus—who has previously encountered the creatures—inform the party that they're drawn to heat and sound. If there were young ones encountered, there are bound to be bigger ones. When they come to the ship, they will likely burn through the hull, destroying it. The best way to avoid remorhazes is on solid ground, not covered by thick snow or ice.

Moving to Land. Not wishing to risk ship damage by drawing remorhazes here, the decision is made

to immediately move all inhabitants to land. The ice has been cut enough that the ship can be anchored, in case a melt comes suddenly. Lifeboats can be moved ashore also.

Camp Supplies. While the characters were gone, the crew took inventory of remaining supplies and other items. The party's supply of camp tents and associated amenities depends on how many crates of Land Expedition Gear were saved. Two crates saved means there are more than enough, one crate saved means some, and none means none.

Giant Artifacts. If at least one of the crates of Giant Artifacts was saved, the party gets a special bonus. While the party was traveling to the Terror, a set of giant goggles that had been stored in the crate was identified to have glass lenses with magical properties. The glass has been broken up and fitted into leather straps—making enough *frost giant goggles* (see appendix A) for every paid adventurer on board (including all characters).

A Scouting Mission

The characters are tasked with taking the expedition's limited crampons and traveling ahead to the shore of Boot Island to find an initial place for the crew to overnight. Ideally the location will be on solid ground rather than on Ice—or at least where snow is possible to clear.

While the party goes ahead to scout and secure a camp location, the remaining crew gets busy packing up the necessities and traveling—at a slower pace—to the shore. The non-character adventurers remain with the ship in case of a remorhaz attack. Razor, Sheckla, and Frink are also all capable combatants and are confident they'll be able to fend off an attack. With a few of the remorhazes dead, they do not expect one to come immediately.

If the party is weak or very weak, either Jorus or Naivara accompanies them. While this is the party's choice, it should take into account the party's composition.

Locations on Boot Island

If the main mast was broken during the storm, there is no longer a crow's nest available and the following information can only be accessed if a character has access to flight or to a flying familiar. Otherwise, the only location that has been spotted is Compass Hill, which standing atop grants limited visibility to the other locations.

The party is asked to take the shortest route to shore (6 miles), as this is the path that the crew will take in their wake. This location is hereafter referred to as Landing Point. All travel to and from the Erebos goes through Landing Point.

Compass Hill (1 mile N/NW of Landing Point).

The nearest location to the shore is a small snow capped hill that can be used to get a better view out across the snow covered tundra. From a distance it is not possible to see any other locations on the island without much elevation.

Mountain Cave (4m W/NW of Landing Point.

3.5m W of Compass Hill). A distant horseshoe of mountains cut across the island. To the west, there is a large cave opening in the mountainside. If the cave isn't full of ice, it could be a great place to refuge. This is the location which has the most cover. If both crates of Land Expedition Gear were lost during the storm, seeking out a spot with high cover is a priority.

Hidden valley (10m N of Landing Point. 9m N of Compass Hill). A low valley cuts through the mountains directly north. Trees and the glimmer of a reflective sheet of ice can be seen. Perhaps a lake? Trees indicate warmer temperatures and shelter from the wind. While the valley's exact terrain is not known, the party is aware that camping out in the open—even if there are trees—would require both crates of Land Expedition Gear to have been saved. The valley is most likely to contain food foraging options.

Rocky Shelter (4m E/NE of Landing Point. 4.5m E of Compass Hill). A number of massive stones stick out from the landscape to the east. Rocky ground is good for avoiding remorhazes, and could provide shelter from the wind. While the rocks' exact terrain is not known, the party suspects that using the stones for cover, they'd need at least one crate of the Land Expedition Gear to have survived in order to set up a safe camp. It is also less likely to be occupied.

Deciding on a Destination

Given the available travel and return time, it is highly unlikely that characters would have time to investigate more than one location before being overcome with exhaustion.

They may need to be reminded that they're seeking a spot for tonight's camp—one to be used by the remaining crew, who are bringing the remaining supplies from the ship. The party looks stuck on this island for a while, so there'll be plenty of opportunities to investigate other locations later.

The much longer hike up to the Hidden Valley makes it an unwise initial choice, as the tired crew of the ship would have twice as far to trek for tonight's camp. A successful **DC 12 Intelligence check** using cartographer's tools, or a Wisdom (Survival) check can help characters figure this out.

While the presence of Land Expedition Gear may provide hints as to which locations may be serviceable, it's not possible to know for sure until they go and scout.

If the mast was broken during the storm, the party has no access to flight, and choose not to go to **Compass Hill**, they may simply pick a direction of travel (east, west, or north) and they eventually come upon one of the sites. This adds 1 hour to their outbound travel, regardless of any navigation checks.

EXHAUSTION

Note that the characters can expect that once they've found shelter and returned to Landing Point, the second trip out to the shelter (with the remainder of the expedition) does not require additional exhaustion checks. The crew ensures that the scouts are comfortable after their long journey.



Setting Off

If the party wishes to travel to Compass Hill, they arrive there without incident and are able to learn of the other location options as stated above. The hill itself is out in the open, windy, and covered with deep snow all around. It is not a good camp location.

The three locations on Boot Island are each described in a separate section below. They can be visited in any order.

Travel Hazards

There are three hazards that are common to all travel on the island. Travel to each destination specifies if and/how they might be encountered.

Blowing Snow. The wind rises suddenly and reduces visibility to nearly zero. Every character must make a **DC 13 Wisdom (Survival) check** to prevent getting briefly lost. This check is made with advantage if the character is wearing *frost giant goggles* (see appendix A). If at least one character fails, the character with the lowest result is briefly lost as they become overwhelmed by wind and snow. The character suffers 10 (4d4) cold damage and the party's travel time is increased by 10 minutes.

Hidden Crevasse. Thin snow covers a dangerous hole in the ice. Half the party (rounded up) ends up tripping and hurting themselves. This hazard affects the characters with the lowest passive Wisdom (Perception) score. Each character affected must succeed on a **DC 15 Dexterity saving throw** or take 10 (4d4) slashing damage (half on success). For every character that fails, the party's travel time is increased by 10 minutes as their companions assist them in getting out.

Safe and Sorry. The party mistakenly spots a hazard and takes an unnecessary detour that adds 30 minutes to the journey.

Part 2: Mountain cave

BACKGROUND (DM ONLY)

Two **ice trolls** (see appendix B) live in this cave. They sustain themselves on hunting seals, penguins, and just about anything that has meat on its bones.

The only real danger to the trolls on the island are the remorhazes. The trolls have fortified this rocky cave to be remorhaz-proof. Additionally, they regularly clear the snow outside the cave to make it hard for remorhazes to ambush them.

Travel to the Mountain Cave

While the ground is open, there are occasional small hills, ice banks, and other snow hazards that require navigation.

The party's navigator must succeed on three **DC 15 Wisdom (Survival) checks** along the journey. On a failure, one of the general travel hazards is encountered. The hazards can be determined at random, but none should be encountered more than once on this journey.

Arctic Experience. If the characters have already visited this destination, only a single check is required. If the characters have already visited either the Hidden Valley or the Rocky Shelter, only two checks are required. Additionally, all characters get advantage on all checks and saving throws relating to any travel hazard they have previously experienced.

Cold Welcome

As the party comes within 100 feet of the cave, there is another pickup of wind and snow, resulting in reduced visibility, and hearing. All checks based on sight and sound are made at disadvantage (this flurry is one of several experienced along the way and is not unnatural.)

Cleared Snow. A successful **DC 13 Wisdom (Perception) check** reveals that the snow is much thinner within 100 feet of the cave—the rock ground can be seen and felt in many places.

A successful **DC 15 Intelligence (Investigation or Nature) or Wisdom (Nature or Survival) check** discovers signs that the snow has been manually moved. Given how shallow it is now, it would have been done very recently (today or yesterday). If the characters succeed on the latter check, they are not surprised by the trolls, though the trolls may still be hidden.



ADJUSTING THE ENCOUNTER

Weak or Very Weak: Remove 1 ice troll

Strong: Add 1 ice troll

Very Strong: Add 2 ice trolls

Cave Opening. The cave looks open to the cold, with several large stones blocking the bottom of the entrance. These are 10 feet high and can easily be climbed. There is no light coming from the cave. Read or paraphrase the following out loud:

Through blowing snow and howling wind, the dark mouth of a large stone cave looms ahead. Large icy stones block the bottom part of the cave. It looks slippery.

The wind howls even louder, sounding like the wail of a great beast. It is followed by the soft crunching of snow somewhere nearby.

Ice Troll Ambush. The two **ice trolls** (see appendix B) who live in the cave have long smelled the adventurers on the wind and, taking advantage of the snow, they've come out to ambush them. The trolls are used to the arctic conditions and are not subject to any negative effects as a result of the flurry.

The trolls are hidden by snow with a Dexterity (Stealth) check of 16 and attempt to surprise the characters in the clearing outside the cave.

Burn Marks. While fighting the trolls, a character with a passive Wisdom (Perception) of 15 or higher notices that they have several strange marks on their bodies. Once this is discovered, a character may use an action to make an active **DC 15 Intelligence (Investigation)** or **Wisdom (Medicine) check** to learn that these are healed scars from remorhaz burns. The trolls have had run-ins with the creatures also.

Negotiating with the Trolls. The trolls very much intend to eat the characters and would prefer to do so. They've no interest in talking at the outset. However, if they are defeated and kept alive, the threat of being fed to the remorhazes gets them to do just about anything (this is the only thing they're afraid of.)

Troll Tactics and Retreat. The trolls are not very smart and generally fight to the death. However, if the party begins to actively fight with fire and the trolls get the chance, they flee into the snow. If this happens, and the party lets them go, they return on one of the following days with 1 extra ice troll in addition to those that escape.

Troll Cave

The cave has been set up by the trolls to protect them from remorhazes. Large stones block the entrance. These are easy enough to climb, but can be considered difficult terrain.

Pit Trap. Immediately on the other side of the stones is a well-disguised pit trap that has been hidden with a primitive tarp and covered with a dusting of snow by the trolls themselves. A character with a passive Perception (Wisdom) of 15 or higher notices this odd covering of snow from 20 feet away. A further **DC 15 Intelligence (Investigation) check** uncovers the trap, as well two large rocks within the pit that the trolls used to step on in order to get across.

If the trap is not uncovered, the first character hopping off the large rocks and onto the cave falls into the 20-foot-deep pit full of sharp rocks. They must make a **DC 15 Dexterity saving throw**, taking 22 (4d10) slashing damage on a failure and half as much on a success.

Rock Wall. Further inside the cave, the passage is blocked by another barrier made of large stones. This one reaches from floor to ceiling, though there is a particularly large stone that forms a sort of door in the middle. A combined strength of 25 is needed to push the rock out of the way.

A stench of rotting meat and seaweed rolls out from the inside the large cave chamber.

Troll Home. There is a great stink in this area that comes from a pile of partly eaten seals in one corner of the large cavern and from a corpse of an ice troll in the other.

If the party didn't notice the burn marks on the other trolls, this one shows clear signs of dying to remorhaz burns.

Aside from the smell, the place is large and perfect for the group's camp.

Crude Drawing. The cave contains a crude drawing made by the trolls. It is rather faded and blends into the walls. On an initial look, it takes a successful active **DC 20 Wisdom (Perception) check** to notice it. If it is not noticed initially, it is discovered the next day by those remaining in the cave and brought to the characters' attention.

DM Note: The drawing contains a clue to the location of the remorhaz lair, which is not intended to be discovered by the characters until after they've found the second drawing. If it is found first, there are no checks that help interpret it.

TROLL DRAWING — DM REFERENCE

The troll drawing refers to the following: the semi-circle represents the mountain range on this side of the island. The icon on the left side is the remorhaz lair. The two similar icons in the center refer to *thurglud* plants that grow near the entrance to the Hidden Valley. The icon on top is a reference to the *kanishta* plant which is poisonous to the ice trolls. Finally, the icons on the right side refer to the corrupted polar bears that occasionally roam that area.

The intent of the drawing is that most of its icons are only deciphered after the party explores the island, leaving the remorhaz icon (likely to be mistaken for the cave's location) as the only one without an explanation.

Making Camp. If the cave is the first location visited when seeking shelter, the return journey to Landing Point is uneventful, as is the trek back to the cave with the rest of the crew. (No additional exhaustion is incurred). The cave provides excellent long-term shelter and the night passes without incident.

If some ice trolls escape, they return in the morning, but are spotted approaching. (DM Tip: The return of the ice troll makes for a logical event if time allows. However, this encounter can easily be cut or narrated.)

Frostbite. Those suffering from frostbite are able to recover here without additional supplies after 5 days of treatments.

Long-Term Solution. The cave is the best place on the island for a long-term camp.



Part 3: Rocky Shelter

BACKGROUND (DM ONLY)

This is an area of large erratic stones deposited here by a glacier in the distant past. One such stone has fallen in a way that creates a small overhang. Whatever glacier had deposited the stones had also brought something else with it—something more sinister. Only a small patch of fabled black ice was deposited here, but it has been enough to drive the polar bears mad, eventually killing them and turning them undead.

Since then, the corrupted bears prowl the island, killing anything they find. The bears occasionally return to the black for a replenishment of necromantic power.

Travel to the Rocky Shelter

While the ground is open, there are occasional small hills, ice banks, and other snow hazards that require navigation.

The party's navigator must succeed on three **DC 15 Wisdom (Survival) checks** along the journey. On a failure, one of the general travel hazards is encountered. The hazards can be determined at random, but none should be encountered more than once on this journey.

Arctic Experience. If the characters have already visited this destination, only a single check is required. If the characters have already visited either the Hidden Valley or the Mountain cave, only two checks are required. Additionally, all characters get advantage on all checks and saving throws relating to any travel hazard they have previously experienced.

Black as Death

Arriving at the Rocky Shelter, the characters discover it to be a natural area filled with many large stones. Two of these are massive 20-foot-tall monoliths, with one leaning on the other diagonally and forming a natural shelter. A successful **DC 15 Intelligence (History, Investigation, Nature, or with mason's tools) check** confirms the formation is natural.

The Shelter. While the shelter is covered at the top, it is still wide open from the sides, causing the wind to blow through. There is enough space in the sheltered area for a couple of tents, but not for everyone. Still, with some work, it is better than open ground.

Tracks. Despite the shelter having a rocky floor, some tracks are detected with a successful **DC 15 Wisdom (Survival) check**. They look to be tracks of bears and of large bipedal creatures (trolls). The highest concentration of the bear tracks is around the black ice patch, while no bipedal tracks are to be found within 5 feet of it.

Black Ice. On one side of the shelter, there is a 5-foot-radius patch of black ice (see sidebar). A successful **DC 15 Intelligence (Arcana) check** is required to identify it. The *identify* spell also works, however, a character purposely touching it for the spell's 1 minute duration gains a level of exhaustion. The *detect magic* spell picks up necromantic energy from it.

This particular black ice patch is potent and cannot be destroyed except by a hallow or wish spell. This does not apply to additional black ice created by the corrupted polar bears in combat.

HAZARD: BLACK ICE

Black ice, also known as ebony ice, is ice infused with necromantic energy from some unhallowed source or a monster that was corrupted by it.

When a creature enters an area covered by black ice for the first time on a turn or starts its turn there, it must succeed on a **DC 12 Dexterity saving throw** or fall prone.

For every hour a creature that isn't corrupted spends within 5 feet of black ice, it gains a level of exhaustion. A dead humanoid, beast, or giant that remains in contact with black ice rises 24 hours later as a corrupted version of its former self unless the creature is restored to life or its body is destroyed.

A creature corrupted in this way that is within 5 feet of black ice has advantage on attack rolls and on saving throws against any effect that turns undead.

Corrupted Polar Bears. The encounter with the **corrupted polar bears** (see appendix B) can take place at different times.

If the Rocky Shelter is chosen as the first overnight camp location, the bears attack at night, once camp has been made. Characters are to designate their own watches for this night.

In the event that the characters manage to scout multiple locations on the first day and have already fought the ice troll, the bear attack happens in the early morning, after the party has completed their long rest.

If the characters had spent the first night elsewhere and arrived here on a different day, the bears attack during the party's exploration. There is only one set of dire bears and if they are killed elsewhere on the island, more do not appear here.

ADJUSTING THE ENCOUNTER

Weak or Very Weak: 1 corrupted polar bear

Average or Strong: 2 corrupted polar bears

Very Strong: 3 corrupted polar bears

Tactics: The corrupted polar bears always attack from the side of the black ice—they're drawn to it and while they're not particularly intelligent, they know that it empowers them and attempts to fight near it.

Crude Drawing. The shelter contains a crude drawing (made by the trolls). If the characters have not yet encountered the trolls, is it easy to tell this was made by a very primitive creature. If the characters have already found the previous drawing, they recognize this one as likely having been done by the same creatures and also that this one is slightly different. A successful **DC 12 Intelligence check using cartographer's supplies or navigator's tools** reveals the trolls do not mark the current location on their maps. This fact has relevance to the drawing found in the troll cave.

DM Note: The drawing contains a clue to the location of the remorhaz lair, which is not intended to be discovered by the characters until after they've found the second piece of the map. If this drawing is found first, there are no additional checks to help interpret it.

Making Camp. If the shelter is the first location visited when seeking camp for the night, the return journey to Landing Point is uneventful, as is the trek back to the shelter with the rest of the crew. (No additional exhaustion is incurred).

Camping here for the night in comfort and warm requires at least one crate of Land Expedition supplies. Without it, it is still possible to rest, but the wind and cold get in.

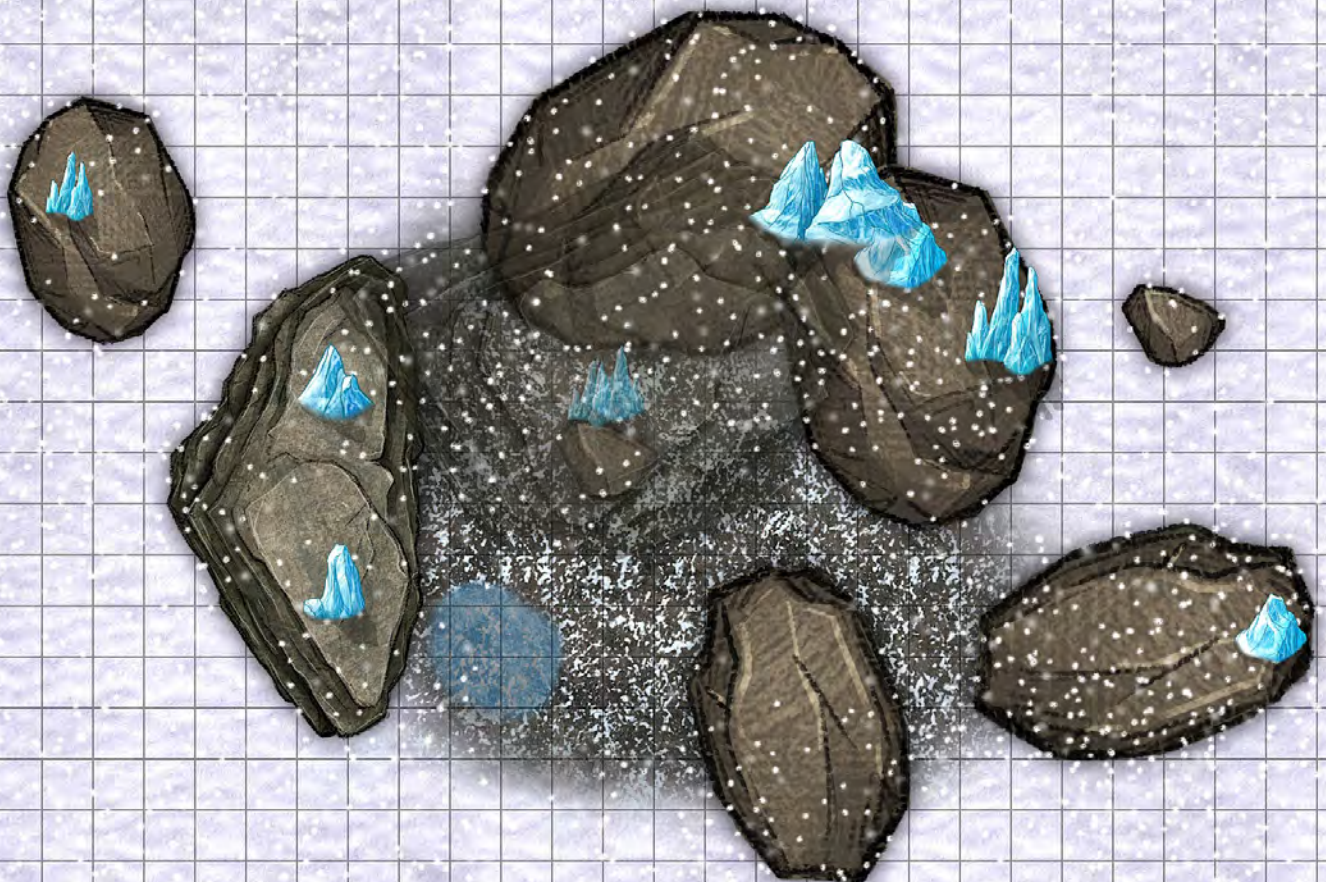
Frostbite. If at least one crate of Land Expedition supplies has been saved, it is possible for any sailors suffering from frostbite to recover here over a period of 10 days. If the party camps here without at least one crate, 3 additional crew suffer frostbite overnight. If any crew had already been suffering from frostbite, it becomes severe, and if it was severe, they die.

Long-Term Solution. With Land Expedition gear, long term camp can be made here. Without it, it is unsafe to remain beyond one night. Even with Land Expedition gear, the black ice seems to have a harmful influence and even those that do not sleep next to it suffer from headaches and nightmares (no mechanical effect).

TROLL DRAWING — DM REFERENCE

For additional information, refer to the Troll Drawing DM Reference sidebar in the Mountain Cave section.

Rocky Shelter



Part 4: Hidden Valley

Travel to the Hidden Valley

While the ground is open, there are occasional small hills, ice banks, and other snow hazards that require navigation. The trek to the Hidden Valley is longer than the other two locations and in addition to the checks below, the characters must also pass the valley entrance, which they do after all the navigation checks have been resolved.

The party's navigator must succeed on three **DC 15 Wisdom (Survival) checks** along the journey. On a failure, one of the general travel hazards is encountered. The hazards can be determined at random, but none should be encountered more than once on this journey.

Arctic Experience. If the characters have already visited this destination, only a single check is required. If the characters have already visited either the Hidden Valley or the Mountain cave, only two checks are required. Additionally, all characters get advantage on all checks and saving throws relating to any travel hazard they have previously experienced.

Valley Entrance

Read or paraphrase the following:

The mountain pass that leads to the valley narrows at its highest point. The mountains rise up hundreds of feet, flanking the pass.

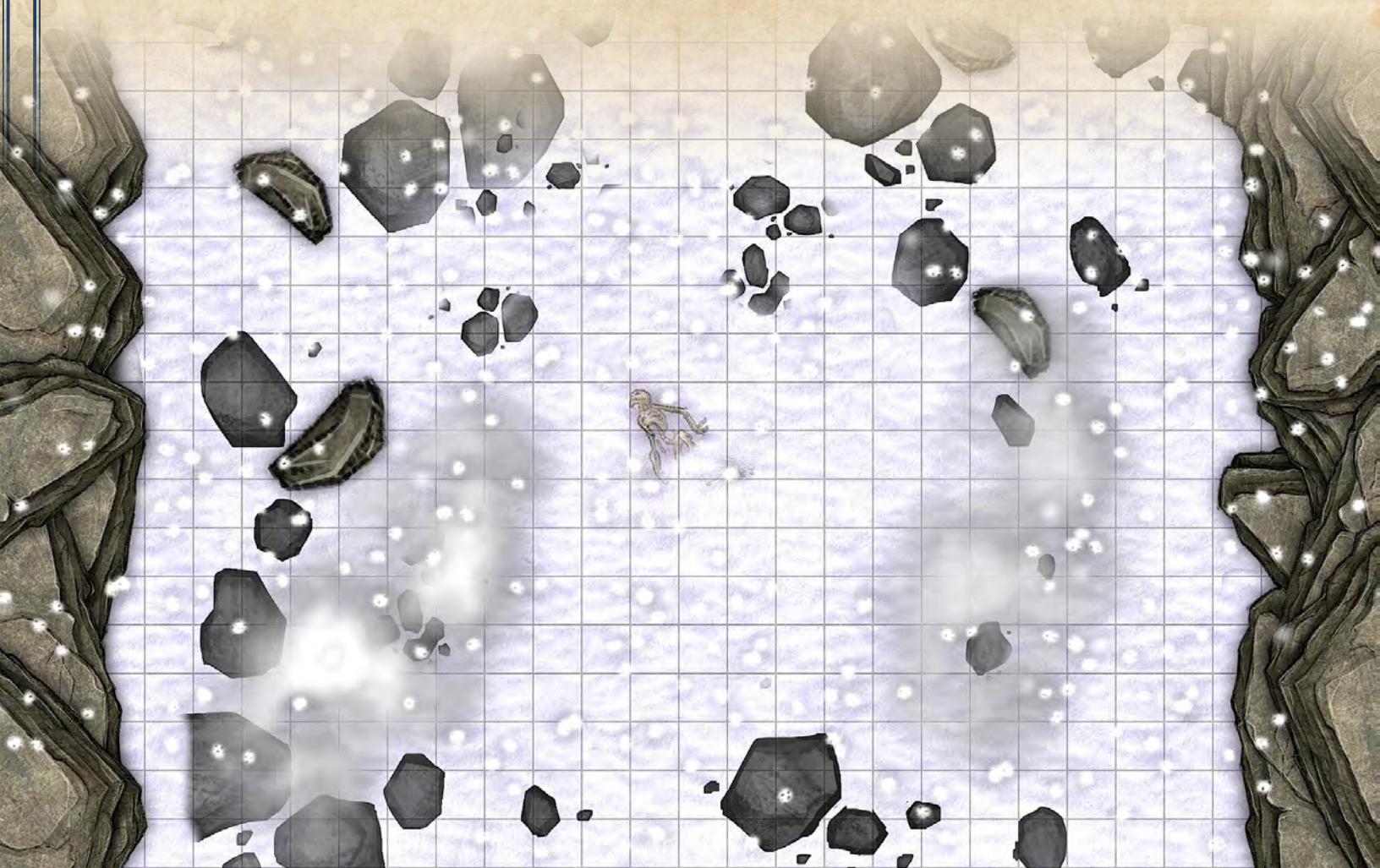
Large grey stones are scattered along the sides, unlikely to provide to cover from the whirling wind.

Lying face down in the middle of the pass is a large creature. It doesn't move.

The pass that leads into the hidden valley is not high, but its narrow nature results in constant snowdrifts. This causes disadvantage on all Wisdom (Perception) checks based on sight in the area.

Dead Troll. The first time that the characters pass this area, they find a dead ice troll. Unbeknownst to them, the troll succumbed to being drained by the nearby *thurglud* plants (see appendix D). With the blowing snow and the body being partially covered, it can't be seen from more than 20 feet away (30 if the character is wearing *frost giant goggles* (see appendix A)).

A successful **DC 15 Wisdom (Medicine) check** uncovers that the troll has multiple minor suction wounds, and died from having all of its blood drained.



Thurgluds. The side of the pass is home to deadly *thurglud* plants. There is 1 *thurglud* for every 2 characters in the party (round down). The plants are heat sensitive and are slower to react to creatures that are far away. Any creature within 10 feet of a *thurglud* is grabbed by 4 of the plant's tendrils, which immediately adhere. If there is no creature adjacent, a *thurglud* can sense a creature's heat from up to 50 feet away, provided that the creature spends at least 2 turns within that radius. After the *thurglud* senses a creature in this manner, it hurls up to 4 of its tendrils across a distance of up to 30 feet. A character must succeed on a **DC 17 Dexterity saving throw** for every tendril hurled, or the tendril adheres to them. Hurlled or by direct reaching contact, *thurglud* tendrils adhere (though they can be torn off as an action with a successful **DC 17 Strength (Athletics) check**, or made to unstick and drop off by contact with any open flame or splash of alcohol) and suck blood and essential fluids from their target, draining 1d4 + 3 hit points on initiative count 20 (losing initiative ties), to a maximum of 20 hit points. If the target dies or the tendril drains 20 points' worth, it drops off and begins wriggling slowly (5 feet per turn) back to its parent *thurglud*.

Thurgluds are not intelligent and aren't considered creatures. *Thurgluds* cannot be targeted by spells or abilities that target creatures unless the spell or ability specifies that it can target plants objects. They do not take actions and fail all saving throws. The main plants are extremely hardy, with an AC of 20 and 75 hit points. They are immune to psychic damage and resistant to piercing and slashing damage. The tendrils (whether detached or not) have an AC of 15, 20 hit points, and are immune to psychic damage. If damaged while attached to a creature, that creature also takes half the damage that the tendril does.

A successful **DC 15 Intelligence (Nature) check** reveals that fire or alcohol can be used to detach *thurglud* tendrils. If Naivara Firahel is with the party, she remembers this fact from her reading of *Amarune's Almanac* and shares it with the party on her first turn in combat after engaging the *thurgluds*. This was one of the plants she did not transcribe in her journal.

More information on *Thurgluds* can be found in **Appendix D**.

The Hidden Valley

The valley widens again after the narrow entrance pass until it is more than two miles across at its widest point. On the sides it is flanked by tall

mountains, with another impassable peak at its end, more than 10 snow-covered miles away. In the middle of the valley is a round lake fed by a stream that runs down all the way from the top.

Travel Within the Valley. Navigation in the valley is substantially easier due to the many landmarks. The weather conditions are also less volatile and no navigation checks need to be made.

Round Lake. The deep lake of the center of the valley has fresh water and fish. It is almost a mile in diameter and currently capped by 10 feet of hard frozen ice.

Mountains. The mountains that surround the valley are tall on all sides and traversing them would be difficult and deadly in the extreme.

BEYOND THE MOUNTAINS

The areas beyond the tall peaks of Boot Island are not expected to be explored in the adventure, they consist of terrain similar to that found in the open on the explorable part of the island. If you would like to expand the adventure to a longer survival-style campaign where the adventurers spend a longer time on the island, new locations, creatures, and plants inspired by *Arctics of the Realms* can be placed here.

Making Camp. If the valley is the first location visited when seeking camp for the night, the return journey to Landing Point is uneventful, as is the trek back to the valley with the rest of the crew (no additional exhaustion is incurred).

While the valley is less windy and there are occasional trees, it is mostly open to the elements and camping here for the night in comfort and warmth requires both crates of Land Expedition supplies. Without them, it is still possible to rest, but the wind and cold get in.

Frostbite. If both crates of Land Expedition supplies have been saved, it is possible for any sailors suffering from frostbite to recover here over a period of 10 days. If the party camps here without both crates of expedition gear, 5 additional crew suffer frostbite overnight. If any crew was already suffering from frostbite, it becomes severe, and if it was severe, they die.

Long-Term Solution. With Land Expedition gear, long term camp can be made here. Without it, it is unsafe to remain beyond one night.

Exploring the Valley. Once the party has reached the valley for the first time and set camp either in it or elsewhere, they are able to return to it and forage. This is detailed in the next section of the adventure.

Chapter 4: The Way Home

THE SECRET TO LEAVING BOOT ISLAND (DM ONLY)

With the unnatural deep freeze, the only way to cut through the ice is with persistent heat. While magic spells can provide some heat for a limited time, they're not sufficient for a prolonged journey of cutting through thick ice.

The secret lies in the substance called "thrym"—the fiery secretion of remorhazes. Magic item crafters have long known of ways to use this substance to produce items that radiate heat. A hint of this process is found with the adamantine greatsword at the wreck of the Terror.

By creating a magically heated blade to cut the ice in front of the ship, the Erebos would be able to move forward—albeit slowly—through the ice.

As the characters proceed with securing their camp, gathering food supplies, and learning about the island, they eventually learn of this possibility. If they do not figure it out themselves, it is brought up by Silver once she has recovered from her exhaustion a couple of days into the stay on the island.

Part 1: What Next?

The flow of this section of the adventure depends in large part on the party's actions thus far, the locations they've visited on the island, as well as on their interests.

In total, the following activities must be undertaken to leave the island:

- Establish camp (as per chapter 3)
- Address immediate needs (foraging)
- Discover the secret of leaving
- Find a large remorhaz
- Find a large quantity of adamantium

In the most likely scenario, the group's first order of business will be to address some of the immediate needs listed below by mounting a foraging expedition (or several) to the Hidden Valley.

If the party has already come up with parts of the remorhaz plan and have enough supplies, it's also possible to skip straight to the A Sure Fire Plan section below.

Immediate Needs

Camp. If the party was lacking land expedition gear, it is expected that they eventually find their way to the Mountain Cave. Otherwise, any camp where they can stay without the crew incurring

further injury can be further fortified. Once a permanent camp has been made, other needs can be addressed.

Food. Take stock of the amount of food the party has. Each crate of food is enough to feed everyone for a tenday. Possible salvaged food:

- Erebos: 2 crates below deck (intended for the return journey)
- Erebos: 2 crates on deck—which may or may not have been saved.
- Terror: 1 crate potentially recovered.
- Worst case scenario (broken mast, sinking of the Terror): 3 days' worth of food.

In addition to daily food, the expedition requires at minimum 15 days' worth of rations for the return journey—once it becomes possible.

For immediate needs, food can be provided by magical means, however, as there is always a chance of an adventurer with the appropriate spell perishing, nonmagical food should be stocked up on.

Food can be found in the Hidden Valley, as described in the foraging section later on.

Healing Frostbite. If any of the crew suffered frostbite as a result of the storm or an unsafe camp, there may be plants with healing properties that can expedite their healing process.

Repairing the Mast (only if broken). If the mast was broken during the journey, it needs to be repaired. A particularly tall tree is required for this and can also be found in the **Hidden Valley**.

Part 2: Foraging in the Hidden Valley

The valley is home to several types of flora that can assist the party. Due to the snowy conditions, most plants are impossible to find unless one knows where to look and what to search for.

LETTING CHARACTERS SHINE

The expedition purposely includes two NPCs—Naivara Firahel (ranger) and Silver (cleric/mage) who are capable of identifying flora and creating necessary supplies out of it.

If the party already has characters adept at these aspects, they should be given the opportunity to come up with these ideas and tidbits of knowledge rather than the NPCs, or to do so in consultation with them.

Conveniently, prior to departing Naivara Firahel spent some time studying *Amarune's Almanac: Arctics of the Realms*. During her studies, she made copious notes on the properties and identification of arctic flora. She's able to share this with the party. Her notes are short form, not exhaustive, and focused mainly on the usable plants. (This is why the *thurglud* is not in her notes, though she recalls reading about it once it's encountered).

Conducting a Foraging Expedition

The success of each expedition is resolved with a skill check and no actual travel rolls are required.

Camp Location. If the main camp is located outside the valley, each foraging expedition takes a full day. If the main camp is in the valley, an expedition takes half a day and two attempts can be made each day. The reverse is true for penguin or seal ice hunting expeditions.

Success Criteria. A relevant check must be made by the lead forager. For flora, use **Intelligence (Nature or Herbalist's Kit)** or **Wisdom (Nature or Herbalist's Kit)**, for hunting and fishing, use **Wisdom (Survival)**. A result of 15 or higher is considered a success, 11-14 a partial success, 10 or below a failure. Refer to individual plant notes for the specific results of successes.

TRACKING SUPPLIES

Characters may embark on foraging expeditions over several days. It may be useful to track how many days' worth of food they have left. For ease of tracking, convert all units to days, with each crate of food equaling 10 days of food for the expedition.

Remember that at least 15 days of supplies is required for the return journey.

DM Tip: It is not intended that the adventure gets bogged down with tracking food unless the party is running critically short. If the party has demonstrated their ability to procure food for the expedition, skip making separate checks for each day.

Useful Foraging on Boot Island

The following items can be located—with time and effort—in the Hidden Valley.

Crackleleaf. Best known for growing on the shores of Icewind Dale's three icy lakes, this marble-patterned *crackleleaf* herb (see appendix D) is named for the distinct ease with which the leaf crumbles. While most famous among the Uthgardt tribes and along The Ten Towns as a spice, alchemists have discovered that it has properties that help weather the cold.

Crackleleaf can occasionally be found along the shore of Round Lake in the Hidden Valley. A successful foraging expedition for *crackleleaf* yields enough of the plant to cure 5 creatures of frostbite. A partly successful expedition yields enough for 3 creatures.

Kanishta. So rare is this small plant of thick, dark red stem, with willowing flowers of red, yellow, and white that the person who comes across this plant was considered lucky in the areas of Narfell where it was originally discovered. Though best known for providing a warming sensation when chewed, there have always been theories that with proper distillation, it could be made into *potions of fire resistance* (see appendix D).

Silver believes she will be able to distill the plant with magic. *Potions of fire resistance* could be of great use if more remorhazes are encountered. The *kanishta* plant grows sparsely in the areas nearby to where glacier tongues or glacial rivers reach the floor of the Hidden Valley.

A successful *kanishta* expedition returns with enough of the plant for Silver to create 2 *potions of fire resistance*. A partial success results in 1 potion. *Kanishta* is very rare and the DC for expedition success increases by 2 for each successful or partially successful expedition.

Snow-Worms. This odd plant looks like a gigantic white grub, an off-white segmented worm. It acts like a worm, wriggling along the ground and burrowing through snow and unfrozen mud with a corkscrewing motion. Therefore, generations of sentient alpine dwellers and visitors can be forgiven for mistaking it for a creature. Yet a *snow-worm*, despite its name, is a non-sentient plant that spends its life endlessly traversing cold landscapes seeking nutrients to absorb (see appendix D).

Snow-worms are edible and sustaining, but uninspiring; some who've sampled them describe the taste as akin to raw parsnips, while others say they're closer to uncooked artichokes.

A successful foraging expedition for *snow-worms* gathers enough to feed the entire expedition for a day, with half as much gathered on a partial success.

Spirit Fir Hybrid. *Spirit firs* (see appendix D) are native to the Sea of Moving Ice and typically grow and live on large ice-floats. The *spirit fir* is a thin fir tree with beautiful blue-green needles, which grows to be 18 feet tall. Without soil, these trees gain most of their nutrients directly from the water and from the waste of animals that live in its expansive underwater root system. It appears that a hybrid version of the *spirit fir* has managed to acclimatize

to land—being able to feed on both ice and land nutrients. These grow in small numbers across the Hidden Valley and occasionally elsewhere on Boot Island.

Cutting down one of the taller trees is the only option for replacing the Erebos's main mast if it was lost in the storm.

The Uthgardt people believe *spirit firs* to be sacred, and the cutting one down to be a great defilement. If a *spirit fir* is cut down and used to sail back to Luskan, the characters become known to the Uthgardt and have disadvantage on any social dealings with them.

Fishing. The round lake can be ice-fished, though this is a time-consuming and complicated matter given the current ice thickness. A successful fishing expedition results in enough fish to feed the entire expedition for 2 days, half as much on a partial success.

Penguins and Seals (Note: this option is not located in the Hidden Valley). The island is not home to much in terms of wildlife (it's been hunted by trolls and remorhazes), but with the sea frozen, some penguins and seals are making their way over. Hunting them out on the ice is dangerous and may result in further encounters with young remorhazes or corrupted creatures (DM's discretion). A successful ice hunting expedition yields enough food for 2 days, half as much on a partial success.

Part 3: A Sure Fire Plan

Once the island has been sufficiently explored, the characters learn their best chance for getting out of the ice is to use the remorhaz heat-generating secretion called "thrym" to create a sort of ice ram for the ship.

The discovery is made either by the characters themselves or by the NPC's in camp who've been going over the expedition's options while the characters are out exploring. In either case, the discovery is the result of putting together clues about the existence of the remorhaz lair from the troll drawings and the heating properties of remorhaz thrym from the adamantine greatsword found at the wreck of the Terror of Ten Towns. If the greatsword was never found, the idea of using adamantine is brought up when discussing what material would be strong enough to withstand being imbued with such heat.

Once the concept has been explored, two ways of freeing the ship become evident. One is to capture a very large remorhaz specimen alive and literally strap it to the front of the ship, forcing it to melt the ice as the ship moves. The other way is to kill such a creature and use its thrym to create a magical adamantine ram—a process Silver believes she has the magical prowess to oversee.

Both options require a large quantity of adamantine—either to create the beast's cage or to create the ice ram. (Note that the adamantine chest lid potentially recovered from the Terror of Ten Towns is not quite enough for the purpose.)

Getting the adamantine. Conveniently, the expedition had recovered quite a few giant artifacts made of adamantine. If both crates of additional treasure had been saved on the Erebos, the second of these contains the head of a giant-sized adamantine axe. It is big enough to serve as an ice-ram, or it can be re-fashioned into a cage.

If the second artifact crate was lost, it is known to the expedition leaders that the head of a giant adamantine axe was being transported in the cargo compartment of the Terror of Ten Towns. It currently rests on the sea floor below the ship's wreck and can be recovered by cutting through the ice and diving into the frigid water. See the Ice Dive section below.

SKIPPING THE DIVE

To shorten the adventure, it is possible to skip the ice dive encounter by having the NPCs recover the adamantine while the characters track down the remorhaz.

Getting the Remorhaz. The remorhaz lair is located in icy caves along the shore southwest of the Mountain Cave. By this point the characters know where to look and it is not difficult to find the lair. See the ‘Lair of the Beasts’ section below.

Silver is able to reinforce and temporarily enchant a large barrel to withstand the heat of a remorhaz’s thrym so that it can be collected. She also fashions a special adamantium funnel for this purpose. The specific act of collecting the thrym is not overly complicated.

MORE HUMANE ROUTE

The remorhazes of Boot Island are monstrosities, which given the opportunity, will maim, kill, and devour any other living creature.

In the event that the party seeks to achieve a more humane treatment of the creatures, the DM may allow for it to be possible to drain the required thrym while leaving the matriarch alive.

Part 4: Ice Dive

To recover the giant adamantine axehead from the bottom of the sea, the characters must dive under the ice. Cutting into the ice near the shore is not difficult, and Silver is able to provide the characters with *water breathing*, as well as with a warmth with a poultice that when applied to the skin (underneath armor) keeps them from freezing in the water for 1 hour. If the party is weak or very weak, **Jorus** (see appendix B) accompanies them.



The seafloor beneath the wreckage of the ship is 60 feet below the ice, and despite daylight above, the area is considered to be in darkness.

The frigid water beneath the ice is crystal clear. Debris from the Terror’s wreck cover the rocky sea floor. Long thick strands of green arctic kelp wave gently in the current like strands of unfurled silk in a gentle breeze.

From the darkness beyond the kelp, a large bloated shape rushes forward.

While searching the wreckage for the axe head, the characters are attacked by a **bloated corrupted walrus** (see appendix B). There are no difficulty adjustments for this encounter.

Once the walrus has been dealt with, recovering the axehead proves easy. With limited time to spend underwater, the characters aren’t able to seek out every other bit of wreckage. However, every character is able to make a **Wisdom (Perception) check**. On a result of 11 or higher, the character may roll a D100. They recover a treasure from the ship worth 10 times the number rolled in gold.

Part 5: The Lair of the Beasts

The remorhaz lair is extremely deadly and it is strongly recommended that the characters go in prepared and rested. The other adventurer NPCs—Jorus, Naivara, and Silver are willing to join weaker groups for this encounter. A very weak group may have any two of the three NPCs join them. A weak group, or any group with less than 5 characters, may have one of them join.

The Ice Tunnels

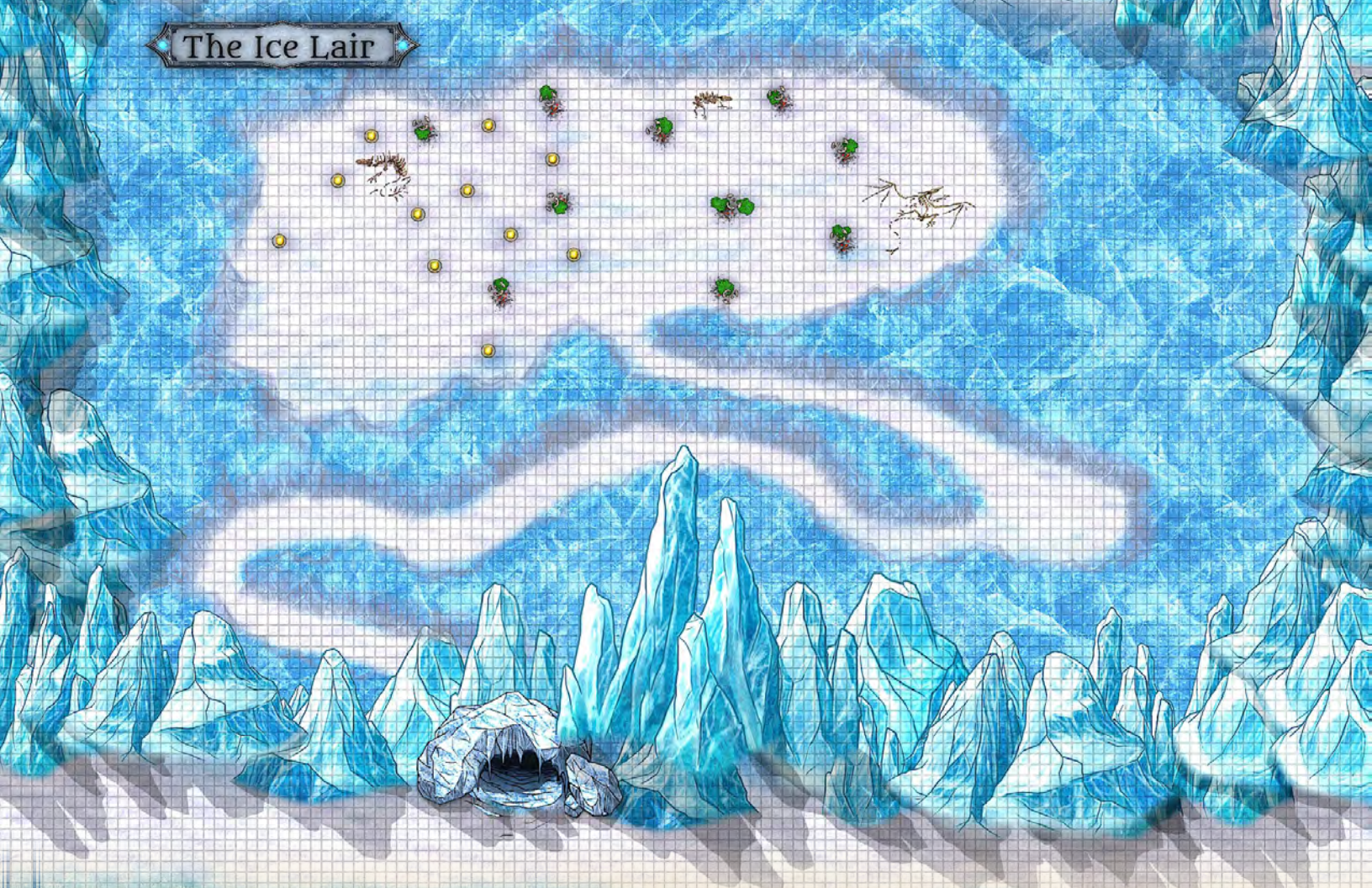
The trip to the ice cave entrance is uneventful. The ice complex consists of a 300-foot-long winding tunnel that leads to a large chamber.

The opening of a large cave is filled entirely with ice. An uneven tunnel leads deep inside. Small insectoid tracks are visible along the ice and leading inside. It is clear that this tunnel was made by the beasts themselves.

The walls and floor of the entire tunnel and cave are made of ice. The tunnels were made by large remorhazes burrowing and are a tight and uneven 15 feet in diameter.

Remorhazes have tremorsense and can feel most creatures coming, despite invisibility or other precautions.

The Ice Lair



A pack of six **remorhaz spawn** (see appendix B) attack the party halfway into the tunnel. With a 30-foot burrowing speed, they attack not from the open tunnel, but from within the ice walls (or floor or ceiling!)

ADJUSTING THE ENCOUNTER

Average or Weaker: no adjustments

Strong: add 1 **young remorhaz**

Very Strong: add 2 **young remorhazes**

Burrowing & Opportunity Attacks: This encounter assumes that creatures leaving reach to burrow into the ice still provoke opportunity attacks as normal. Additionally, it assumes that the remorhazes can attack while only partially protruding from the ice.

The remorhaz spawn encounter can be lured out of the tunnels onto the open ground outside with some effort such as purposely making noise, leaving bait for a few minutes, or similar. Allow creativity to succeed if this is the character's intent. Note that none of the remorhazes in the spawn encounter are large enough for the characters' needs. The encounter in the main chamber cannot be lured out.

The Remorhaz Matriarch

The large ice chamber is warmer than the rest of the tunnels. Its white walls drip with melting ice. Light steam rises from over a dozen barrel-sized eggs. The membranes of the bluish eggs glow with red heat from the inside.

Several of the eggs are broken open and the remorhaz spawn once inside skitter around the icy walls and floors.

In the far corner, a huge remorhaz—bigger than any encountered so far—flickers its insectoid eyes and roars.

As the characters make their way through the tunnels to the large chamber, they discover the lair of the **remorhaz matriarch** (see appendix B). It contains the remains of 10 hatched eggs and 11 unhatched ones. The membranes of the unhatched eggs pulse red with heat. Each unhatched egg has an AC of 12, 30 hit points and is immune to fire, cold, and psychic damage. If an egg is subjected to 20 or more points of fire damage, it immediately hatches into a remorhaz spawn.

The matriarch is protected by some of her recent spawn. The remorhazes here protect the lair and do not travel too far out. Those that do, attempt to grapple characters and bring them back to the matriarch as food.

ADJUSTING THE ENCOUNTER

Present in the chamber is remorhaz matriarch and 3 remorhaz spawn (a 4th is added by the matriarch's lair action)

Average or Weaker: no adjustments

Strong: add 1 young remorhaz

Very Strong: add 1 young remorhaz and 1 remorhaz

Getting the Thrym. The remorhaz matriarch is the only one large enough to provide the heating power needed by the characters' plan. She can be taken alive if she is knocked out, or her thrym can be carefully drained into the enchanted barrel provided.

Part 6: Return to Camp and Conclusion

With either the remorhaz or the thrym secured, the party returns to camp. From here, executing the plan goes without a hitch.

In addition to creating a cage or ice ram, there is enough left over thrym and adamantium for Panthea to create an enchanted item for each character. Each character may choose between a melee weapon enchanted to do fire damage or a leather-wrapped adamantine plate that can be secured to armor or a cloak and resistance to cold and cold effects (see treasure section below).

Once the enchanting is done, the party moves back to the Erebos and successfully returns home.

The plan works. The Erebos glides through the icy sea, out to open water once again, and over time to Luskan. The journey is eerie yet uneventful and those aboard are thankful for it.

You return safely, having ensured the safety of others. You return with a tale of treasure and tragedy, of the Terror of Ten Towns and its loss to the ice, of a mystical storm, strange creatures, and wondrous arctic plants. A tale of adventure and survival on the frigid waters of the Sea of Moving Ice.



Appendix A: Treasure

Each character receives either a *flame-tongue melee weapon* or a *thym-infused plate* (their choice):

This can be any melee weapon, so long as its striking part is made of metal.

Frost Giant Goggles

Wondrous item, rare

While wearing these blue-lensed goggles you are able to see in any dim light as if it were bright light, and you are able to see through snow and blizzards with ease. You do not have disadvantage on Wisdom (Perception) checks, and do not suffer from the blinded condition, if it would be caused by ice, snow, or other cold weather effects.

Flame-tongue Weapon

Weapon (any melee weapon made of metal), rare (requires attunement)

You can use a bonus action to speak this magic weapon's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Thym-Infused Plate

Wondrous Item, rare

This thin plate of adamantium is several inches in diameter and is embedded in a specially cured walrus hide pocket. Over a period of 1 hour, it can be attached to the interior of an existing suit of armor or of a robe. Once attached, it provides the wearer resistance to cold damage, and advantage on constitution saving throws made to resist the effects of cold climates and of spells that deal cold damage. Additionally, it keeps the wearer warm in cold climates, allowing them to tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection.

Appendix B: Creature Statistics

Corrupted Polar Bear

Corrupted Polar Bear

Large undead, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	2 (-4)	8 (-1)	6 (-2)

Saving Throws Str +9, Con +7

Skills Perception +2

Senses darkvision 60 ft, passive Perception 12

Damage Resistances cold, necrotic; bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhausted, poisoned

Languages —

Challenge 8 (3,900 XP)

Dark Imbuement. While within 5 feet of black ice, the bear has advantage on attack rolls and on saving throws against any effect that turns undead.

Glacial Walk. Difficult terrain composed of black ice, ice, or snow doesn't cost the bear extra movement.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing and 5 (1d10) necrotic damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing and 5 (1d10) necrotic damage.

Black Ice Breath (Recharge 6). The bear exhales black ice in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 13 (3d8) cold damage plus 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

The area also becomes slick with black ice (see sidebar), making it difficult terrain. A creature reduced to 0 hit points by this breath weapon becomes covered by a thick layer of black ice until it thaws or the ice is destroyed (AC 13; hp 10; vulnerability to fire and bludgeoning damage; immunity to poison and psychic damage).

Bloated Corrupted Walrus

Bloated Corrupted Walrus

Huge undead, unaligned

Armor Class 15 (natural armor)

Hit Points 125 (10d10 + 70)

Speed 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	25 (+7)	2 (-4)	8 (-1)	6 (-2)

Saving Throws Str +10, Con +11

Skills Perception +3

Senses darkvision 60 ft, passive Perception 12

Damage Resistances cold, necrotic; bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhausted, poisoned

Languages —

Challenge 11 (7,200 XP)

Dark Imbuement. While within 5 feet of black ice, the bear has advantage on attack rolls and on saving throws against any effect that turns undead.

Glacial Walk. Difficult terrain composed of black ice, ice or snow doesn't cost the bear extra movement.

Actions

Multiattack. The corrupted walrus makes two attacks: one with its tusks and one with its slam.

Tusks. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing and 5 (1d10) necrotic damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage and 5 (1d10) necrotic damage, and if the target is a Medium or smaller creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

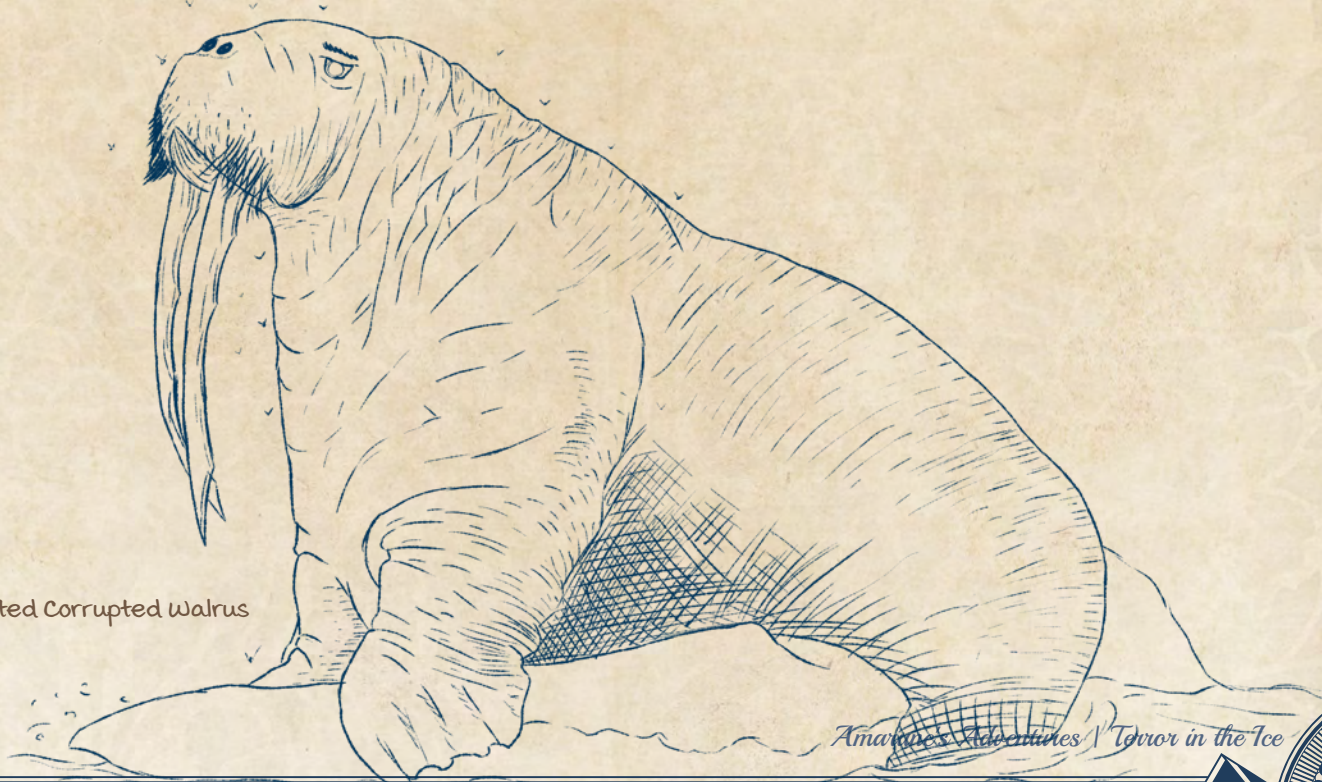
Black Ice Breath (Recharge 6). The walrus exhales black ice in a 60-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 18 (4d8) cold damage plus 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

The area also becomes slick with black ice (see sidebar), making it difficult terrain. A creature reduced to 0 hit points by this breath weapon becomes covered by a thick layer of black ice until it thaws or the ice is destroyed (AC 13; hp 10; vulnerability to fire and bludgeoning damage; immunity to poison and psychic damage).

Underwater Effects of Black Ice. When used underwater, rather than creating an area of ice, the corrupted walrus's breath instead thickens the water in the area, reducing the speed of non-corrupted creatures by half. The effect dissipates at the end of the walrus's next turn, or earlier if the water is purposely moved or displaced by a strong current such as by the *control water* spell.

NATHANAËL ROUX

Bloated Corrupted Walrus



Ice Troll

Ice 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

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

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

Regeneration. The ice 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 ice troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The ice 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.

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

Remorhaz

Remorhaz Spawn

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	3 (-4)	8 (-1)	4 (-3)

Damage Immunities cold, fire

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

Languages —

Challenge 2 (450 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing, plus 3 (1d6) fire damage.

Young Remorhaz

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.



Remorhaz

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 11 (7,200 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.



Remorhaz

Remorhaz Matriarch

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

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

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	14 (+2)	5 (-3)

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft.,

Skills Perception +6
passive Perception 16

Languages —

Challenge 13 (10,000 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Ice Climb. The remorhaz matriarch can climb ice surfaces, including upside down on ceilings, without needing to make an ability check.

Legendary Resistance (3/Day). If the remorhaz fails a saving throw, it can choose to succeed instead.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and

is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Legendary Actions

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

Skitter. The remorhaz matriarch may move up to 10ft without provoking opportunity attacks.

Heated Tail (costs 2 actions). *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (3d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Lair Actions

On initiative count 20 (losing initiative ties), the remorhaz matriarch takes a lair action to cause one of the following effects:

Quicken Spawn. If there are any remorhaz eggs in her lair, the matriarch may cause 1 of them to hatch, turning it into a remorhaz spawn.

NPCs

Naivara Firahel

Naivara Firahel

Medium humanoid (wood elf), lawful good

Armor Class 16 (studded leather)

Hit Points 85 (10d10 + 30)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	16 (+3)	10 (+0)

Saving Throws: Dex +7, Wis +6

Skills Acrobatics +7, Animal Handling +6, Perception +6, Nature +3, Survival +6,

Senses darkvision 60 ft, passive Perception 16

Languages Common, Elvish, Orc

Challenge 5 (1,800 XP)

Archer's Eye (3/Day). As a bonus action, Naivara can add 1d10 to their next attack or damage roll with a longbow or shortbow.

Fey Ancestry. Naivara has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Spellcasting. Naivara is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Naivara knows the following spells:

1st level (4 slots): *absorb elements*, *cure wounds*, *ensnaring strike*, *hunter's mark*

2nd level (3 slots): *healing spirit*, *pass without trace*

Actions

Multiattack. Naivara makes two attacks with her longbow or shortsword.

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Jorus Last Standing of the Vianaki Clan That Is No More

Jorus Last Standing of the Vianaki Clan That Is No More

Medium humanoid (goliath), chaotic good

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

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

Saving throws: Str +7, Con +7

Skills Athletics +7, Perception +2, Survival +2

Senses darkvision 120 ft., passive Perception 12

Languages Common, Giant

Challenge 8 (3,900 XP)

Powerful Build. Jorus counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

Mountain Born. Jorus is acclimated to high altitude, including elevations above 20,000 feet, and naturally adapted to cold climates.

Stone's Endurance (1/day). When Jorus takes damage, he can use his reaction to reduce that damage by 10 (1d12+4).

Stone Greatsword. Jorus's greatsword is empowered by innate powers and its attacks are considered magical for the purposes of overcoming resistances. Regardless of where the sword is, Jorus can use an action to call it back to his hand. The sword disappears if away from Jorus for more than 1 minute.

Stonehard (2/day). As a bonus action, Jorus forces his skin to harden, granting him resistance to all damage other than psychic for 1 minute.

Actions

Multiattack. Jorus makes two attacks with his stone greatsword or one by throwing it at an enemy (it then returns to his hand).

Stone Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Stone Greatsword(throw). *Ranged Weapon Attack:* +7 to hit, range 15/30 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Silver

Medium humanoid (half-elf), chaotic neutral

Armor Class 18 (half-plate and shield)**Hit Points** 90 (12d8+36)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	16 (+3)	14 (+2)	18 (+4)	14 (+2)

Saving Throws Con +6, Wis +7, Cha +6**Skills** Arcana +5, Perception +7, Nature +5, Survival +7**Senses** passive Perception 17**Languages** Common, Draconic, Elvish, Giant, Primordial, Undercommon**Challenge** 8 (3,900 XP)

Spellcasting. Silver is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She knows the following the spells:

Cantrips (at will): *frostbite*, *guidance*, *gust*, *sacred flame*, *shocking grasp*

1st level (4 slots): *absorb elements*, *chromatic orb*, *cure wounds*, *healing word*, *shield*

2nd level (3 slots): *misty step*, *warding wind*

3rd level (3 slots): *call lightning*, *counterspell*, *dispel magic*, *lightning bolt*, *water breathing*

4th level (3 slots): *dimension door*, *storm sphere*

5th level (2 slots): *control winds*, *greater restoration*, *mass cure wounds*

6th level (1 slot): *chain lightning*

Thunderbolt Strike. When Silver deals lightning damage to a Large or smaller creature, she can also push it up to 10 feet away from her.

Wrath of the Storm (4/day). When a creature within 5 feet of Silver that she can see hits her with an attack, Silver can use her reaction to force the creature to make a Dexterity saving throw. The creature takes 9 (2d8) lightning or thunder damage on a failed saving throw, and half as much damage on a successful one.

Actions

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

Appendix C: Travel Pace and Distances Tables**Travel Pace**

(regular terrain)	Distance/Hour	Effects of Pace
Fast	4 miles	Cannot use stealth, all characters suffer a -5 penalty to passive Perception.
Normal	3 miles	Cannot use stealth
Slow	2 miles	Party is able to use stealth.

Snow and Ice. All travel during Terror in the Ice takes place on snowy or icy surfaces. There are enough crampons and snowshoes for the adventurers to negate this disadvantage, but not enough for the entire expedition.

Full sled. If a party is bringing along a full ice sled or otherwise dragging goods, they can only travel at a normal pace, as neither going quickly nor stealthily is possible.

Distances (in miles)	Terror of Ten Towns						
	Erebos	Terror of Ten Towns	Landing Point	Compass Hill	Mountain Cave	Rocky Shelter	Hidden valley
Erebos	x	6	6	7	10	10	16
Terror of Ten Towns	6	x	3	4	7	7	13
Landing Point	6	3	x	1	4	4	10
Compass Hill	6	4	1	x	3.5	4.5	9
Mountain Cave	10	7	4	3.5	x	8	11
Rocky Shelter	10	7	4	4.5	8	x	11
Hidden valley	16	13	10	9	11	11	x

Note: Travel to and from the Erebos goes through Landing Point.

CREW WELL-BEING

	Starting	After Storm	1st Morning on Island	2nd Morn	3rd Morn	4th Morn	5th Morn	6th Morn	7th Morn	8th Morn	9th Morn
Sailors (Including Frostbitten)	30										
Frostbite (Mild)	0										
Frostbite (Severe)	0										

PROVISIONS AND OTHER SUPPLIES

Days of Provisions Remaining	20
	-
	-
	-
	-
	-

EXTRAS

	Storm	Terror
Additional Treasure	__/2	__/1
Land Expedition Gear	__/2	-
Extra Provisions	__/2	__/1

Add 10 days to provisions for each 1 here.

TRAVEL LOG (USE MINUTES)

Day of Journey	Time to Destination	Hazards/Delays	Time at Destination	Return Time	Total
Day 1					

Appendix D: Arctic Flora

The following notes on arctic flora are based on *Amarune's Almanac: Arctics of the Realms*, and can be found in full within that volume.

Thurglud (False Roper)

This carnivorous plant grows amid rocks or on glacial ice or in deep snowpack in cold alpine locales of Toril. As its nickname implies, it looks like a stone stalagmite, but when heat, vibrations, or actual physical contact tell the plant a living creature is near, it sprouts tendrils—like the monster known as a roper—that reach toward the creature.

Unlike a roper, a thurglud has no eye or mouth, isn't intelligent, and its tendrils don't entwine and grasp. Instead, they are incredibly sticky, like a sundew, and will instantly exude this stickiness and adhere if they touch a living creature. If a tendril is close to the heat of a warm-blooded creature, but doesn't touch it, it will detach as the thurglud fires it in the precise direction of the heat it can sense. Detached tendrils can slowly wriggle back, humping and wriggling like the caterpillars, commonly called "inchworms," to rejoin the parent plant. They will start doing this immediately if they miss a living target, and will do so after feeding if they hit a creature.

Crackleleaf

On the shores of Icewind Dale's three icy lakes grows the marble-patterned crackleleaf herb, named for the distinct ease with which the leaf crumbles. The plant itself does not flower or produce seeds, rather portions of its rock-textured leaves fracture and fly along the Icewind to new shores and waters. Should it land on an area of exposed earth, an identical crackleleaf grows in 4 to 6 weeks.

Crackleleaf is quite famous among the Uthgardt tribes and along The Ten Towns as a spice to sprinkle on meats, including the region's biggest export: the Knucklehead Trout. The crumbled leaves are said to have a spicy and salty punch that complement the cold air. The other major use of Crackleleaf is as a warning: when the plants begin to sprout, the tundra yetis have awoken and are on the prowl.

Although it is entirely mundane, alchemists have found that some of their more extraordinary ingredients react to the frigid essence of this herb quite well. A DC 20 Intelligence check using alchemist's supplies reveals that when a sprig of crackleleaf is added to a concoction that provides resistance to cold damage, or allows a creature to exist comfortably in extreme cold, the potion's duration is doubled.

Kanishta

Within the area about the Great Glacier's center, in the country of Narfell, one can find a small plant of thick, dark red stem, with willowing flowers of red, yellow and white. The person who comes across this plant is lucky indeed, for they found a kanishta root, ready for harvest, within one of the coldest regions of Faerûn. Once chewed, this bitter root grants one creature the sensation of an inner fire and allows them to automatically succeed on saving throws against extreme cold for the next 8 hours.

There have been many attempts to farm such a root, but each has failed, as each small plant requires a disproportionate amount of space to thrive. The alchemists that tried had succeeded on a DC 25 Intelligence check using alchemist's supplies to deduce that the plant could theoretically be distilled into potions of fire resistance with enough roots and time, though the exact formula was never publicly put forth.

Snow-worm

This odd plant looks like a gigantic white grub, an off-white segmented worm. It acts like a worm, wriggling along the ground and burrowing through snow and unfrozen mud (and 'swimming' in water and loose ice) with a corkscrewing motion. Therefore, generations of sentient alpine dwellers and visitors can be forgiven for mistaking it for a creature. Yet a snow-worm, despite its name, is a plant that spends its life endlessly traversing cold landscapes seeking nutrients it absorbs through its outer sheath-skin, which resembles the leaves of artichokes in texture and construction. This sheath-skin also takes in moisture from snow, ice, and water (sometimes this water is created by the snow-worm's own body heat as it tunnels through snow). The plant isn't sentient—sages, priests, and wizards who've examined it all agree—but seems to deliberately choose to give off heat, or not, responding instinctively to the conditions of its surroundings.

Snow-worms resemble creatures in the way they reproduce, too; when one traveling worm-plant encounters another, they briefly fuse, internally liquify small amounts of their bodies, pour the liquid into the fused area until it swells into a human-fist-sized 'bud,' then break off from either end of the bud and depart, leaving a new 'baby' snow-worm behind.

Snow-worms are edible and sustaining, but uninspiring; some who've sampled them describe the taste as akin to raw parsnips, while others say

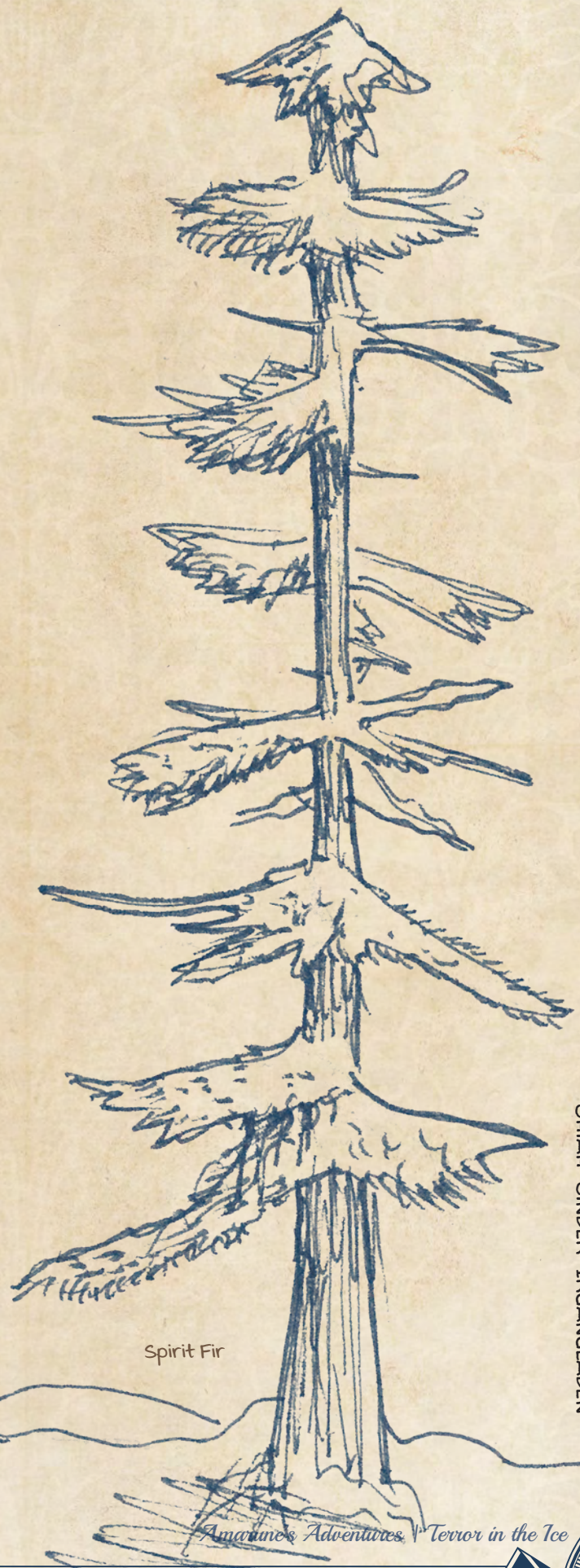
they're closer to uncooked artichokes. Everyone who's tried roasting or frying them, however, cautions that they shrivel into inedible charcoal after briefly flaring up due to internal oils—though these flare ups have been used to ignite frozen or damp wood and make campfires, or larger conflagrations (such as burning down frozen wooden structures or barriers), possible.

Spirit Fir

Native to the Sea of Moving Ice, these small trees grow and live on large ice-floats. The Spirit Fir is a thin fir tree with beautiful blue-green needles, which grows to be 18 feet tall. Without soil, these trees gain most of their nutrients directly from the water and from the waste of animals that live in its expansive underwater root system. Said root system grows outward from the float in a half-sphere, the radius of which usually correlates to twice the tree's height. The roots also form a support system for the ice-float itself, which allows the float itself to grow over time.

The tree's name is actually a translation of its Uthgardtian name, as the wandering tribes are among the few who venture near the Sea of Moving Ice. The tribes believe that the firs are gravestones of Icewind Dale's great nature spirits and serve as gateways into a different world, as on clear nights the tree actually reflects the night sky on each of its tiny needles. In a way, they are not wrong, as the trees were created from the body of an archfey known as Durvail, the Duke of Night, after he was slain by Queen of Air and Darkness long ago (Requires a DC 28 Intelligence (History) check to discern). His body was placed along the ice floats, as it was said to be his favorite place on Toril, where he could see the night for what it was. To this day, goodly fey occasionally visit the trees to pay respects to the good Duke.

The tree produces mirror-like cones once a decade, which float along the water until they find a suitable ice float to grow from, starting from its underside. The wood of the tree is a mystery, as there is no known record of its use. Attempting to harvest the wood from a spirit fir will draw the full fury of the Uthgardt. Its cones however are known to respond to spells that create light and darkness. When such a spell is cast, you can use the cone as an additional material component. If you do, the cone turns to dust and the radius of the spell's area of light or darkness is doubled.



Spirit Fir

SHIAH "CINDER" IRGANGLADEN

