



IN DIRE NEED

An expedition of dwarf warriors from Citadel Adbar finds itself isolated and besieged by Ice Spire ogres and their allies. They require immediate relief or they risk being destroyed to a dwarf. SEER has directed you to their location in the hopes that you can rescue the dwarves and save their precious cargo, a tablet bearing secrets of ancient rune magic.

A Two-Hour Adventure for 5th-10th Level Characters



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INTRODUCTION

Welcome to *In Dire Need*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Storm King's Thunder*™ storyline season.

This adventure is designed for **three to seven 5th-10th level characters**, and is optimized for **five 7th-level characters**. Characters outside this level range cannot participate in this adventure. A player with an ineligible character can create a new 1st-level character or use a pregenerated character.

The adventure is set in the Hartsvale region of the Forgotten Realms, predominantly in the Ice Spire Mountains.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.

- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the

adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 8th level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

RUNNING THE ADVENTURE

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original spirit of what's written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. The Dungeon Master's Guide has more information on the art of running a D&D game.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection</i> *	3,000 gp
<i>True Resurrection</i> *	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50

days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around the three towns as follows:

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

DEATH AND RECOVERY

Sometimes bad things happen, and characters get die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DEATH

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a raise dead spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after raise dead reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to

spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

THE HISTORY OF HARTSVALE

The Ordning determined rank among all of giantkind and created order among the giants of the Realms: storm giants at the highest level of giant society, hill giants at the lowest, and other giants at points between. Annam the All-Father, the god of giants and creator of the giant race, dissolved the Ordning after seeing his progeny's apathy during the Tyranny of Dragons. Now each giant strives to ascend the ranks in the creation of a new giant society. Lands across Faerûn have been thrown into chaos as militaristic fire giants rampage against sagely stone giants, calculating frost giants vie against wily cloud giants, brutish hill giants leave trails of ruination against everything around them, and the more benevolent storm giants try to sort out the sudden tumult into which the world has been thrown.

This chaos has not quite reached the valley of Hartsvale, far to the north of the Sword Coast. Giantkind features prominently in Hartsvale's history, the valley having once been home to giants of all kinds. Having squabbled amongst each other for countless generations, the giants were forced out of the valley by one of their own: Hartkiller, the giant hero and youngest son of Annam. Hartkiller rallied the human tribes of the valley and overthrew his giantkin. The giants fled to points elsewhere on the Sword Coast. The giants that chose to remain in Hartsvale lived in relative peace with the human tribes. Hartkiller himself watched over Hartsvale and its occupants from Castle Hartwick, his home erected on an island in the middle of the valley's Clear Whirl River.

This peace continued for years. Generation after generation were born, lived, and died in Hartsvale. Giant blood mingled with the human population. Within eyeshot of Castle Hartwick sprang the rural community of Stagwick. Though the town itself is small and quiet, the people of Stagwick are of giant blood: taller than average, incredibly strong, and proud of their giant heritage. They toil the land, hunt

in the valley's forests, and work the Clear Whirl River, blissfully unaware of the rumblings beyond the mountain ranges surrounding Hartsvale.

ADVENTURE BACKGROUND

The frost giant, Jarl Ryndölg, has descended from the Spine of the World in the wake of the shattered Ordning. He leads a cadre of runecasters into the lands west of Hartsvale in search of an ancient relic known as Hartkiller's Horn. Jarl Ryndölg hopes that finding this relic will impress Annam the All-Father and elevate him into leadership among his giant brethren.

Caught up among the brewing conflict is the Frostbite Platoon, a division of dwarven soldiers from Citadel Adbar to the south. The platoon ventured into the Ice Spires to train, build proficiency, and bond within its ranks. At the southern reach of the mountains, the dwarves were attacked by the Shatterblood clan of Ice Spire Ogres. Cut off from Citadel Adbar and unable to overcome the ogre forces, the platoon pushed north into the Ice Spires, where they took refuge in a long-forgotten giant holy site called the Birthright Stones. With supplies dwindling, the platoon's commanding officer sent two soldiers out to sneak past the siege forces and find help in the nearby valley of Hartsvale.

The Shatterblood ogres, in the meanwhile, have reported the dwarves's incursion into the Birthright Stones to Jarl Ryndölg's forces. In response, the jarl has sent two hill giants to deal with the dwarven trespassers. While the dwarves can hold their own against the siege for a few days, they will most certainly fall under the blows of the ogres' hill giant allies.

After a day of hard traveling, one of the dwarven soldiers made it to Stagwick. While rescuing the Frostbite Platoon is in itself a valiant endeavor, the dwarf's recount of an artifact discovered at the Birthright stones has caught the attention of the Factions, particularly the Lord's Alliance. As the Frostbite Platoon holds its ground at the Birthright Stones, Shatterblood ogres continue their siege, hill giants plod their way to the site, and the Factions race to send the agents to the dwarves' aid.

ADVENTURE OVERVIEW

This adventure is divided into four parts.

Part 1. In the town of Stagwick, the adventurers meet SEER, a representative of the Lord's Alliance, and an injured dwarf who tells them of a platoon besieged by ogres at an ancient giant holy site in the Ice Spires West. The party is given the task of

traveling to the holy site, rescuing the platoon and retrieving an artifact the dwarves had found there.

Part 2. Racing against time, the adventurers trek west into the Ice Spires, encountering a variety of challenges along the way. Nearing the holy site, they discover the body of a fallen dwarf, one of the Frostbite Platoon sent out to find help.

Part 3. Arriving at the siege site, the adventurers must figure out how to reach and extricate the Frostbite Platoon. Depending on the party's actions in part 2, some dwarves may lose their lives before the party arrives. Hill giants allied with the ogres threaten to make escape difficult if the adventurers spend too much time formulating a plan of escape. Part 3 offers guidance and details regarding dealing with the Shatterblood Camp.

Part 4. With the adventures finally reaching the Birthright Stones, Part 4 offers details regarding the holy site, guidance on how to get the dwarves out, and the adventure's conclusion.

ADVENTURE HOOKS

At the behest of the factions—or following their own drive for fame or fortune—the adventurers either find themselves in or are teleported to the town of Stagwick, in the region of the North known as Hartsvale.

Fame and Fortune in the Frontier. Adventurers thirsting to explore a seldom-seen patch of the North may be drawn to the area, either looking to make a name or to find riches. This hook works well for members of the Zhentarim looking to extend the Black Network's influence further north.

Faction Directive. The Factions have a variety of motivations to help the Frostbite Platoon: making allies with Citadel Adbar, maintaining order in Hartsvale, earning the favor of Good King Grauman Hartkiller, establishing a safe trade route through the Ice Spires and Hartsvale, et al. This hook works well for agents of the Harpers, the Lord's Alliance, and the Order of the Gauntlet.

Keeping the Wilds at Bay. The faction agents have been sent to Stagwick to either confirm or debunk rumors of giant activity. Free agents know that rumors usually have some shred of truth in them, and have journeyed to Stagwick to offer their protective services. This hook works well for members of the Emerald Enclave and the Lord's Alliance.

For Kin and Kind. Dwarven characters may find themselves personally invested in this matter. Assisting Citadel Adbar in the rescue of fellow dwarves is an honor for any dwarf of sound mind.

DESIGNER'S NOTES

On the Tone of the Adventure. The team concept for the Frostbite Platoon draws heavily from movies such as *Aliens*, *Predator*, the *Lord of the Rings* and the *Hobbit* films. Have fun dropping your players into the desperate world of the platoon. Let the dwarves make sacrifices and selfless decisions, but be mindful not to draw the spotlight from the players.

On the Adventure's Narrative. This adventure starts out fairly straightforward, with a clear progression: the adventurers must travel from the town of Stagwick to the Birthright Stones, encountering obstacles along the way. Once they get to the siege site, however, the adventure is structured much more openly, without a strict narrative progression. Both the Shatterblood Camp and the Birthright Stones are meant to be open-ended locations. This module serves to guide you in crafting the circumstances for the players as they guide their characters in and around the area.

If you'd like to give your players a more structured experience (due to time constraints or group preference), guide them towards successfully sneaking past the Shatterblood camp and reaching the Frostbite Platoon at the holy site. From there, guide them towards challenging the Shatterbloods into ritual combat (see the **Challenging the Ogres** section in **Part 3. In Dire Need**) or towards the avalanche escape (see **The Set Piece Escape** section in **Part 4. The Birthright Stones**). Make sure to emphasize story, fun, and epic events as you run this adventure with your players!

PART 1. STAGWICK

*In Hartsvale did the hero giant rise
And lead the smallfolk 'gainst his tyrannous kin.
The Ice Spire tempests filled with rallying cries,
As smallfolks's time in Hartsvale did begin.
The Ice Spire peaks did so the giants claim:
The frost clans by the Bleak Plain to the north;
The southern range, home to the giants of flame;
The hill giants to the west (for what they're worth).
In Castle Hartwick, midst the Clear Whirl's run,
Now sits the Good King Grauman on his throne.
With truce 'tween giantkind and smallfolk spun,
The folk of Hartsvale now are on their own.
So long as peace continues in the vale,
So shall the folk of Stagwick e'er prevail.*

- Unknown bard
Song of the North, sonnet 5

MARCHING ORDERS

Expected Duration: 10 minutes

The adventurers either begin in or are teleported to the town of Stagwick in the frigid region of Hartsvale. They are directed to a room at the Weary Giant Inn, where an agent of the Lord's Alliance is tending to an injured dwarf.

GENERAL FEATURES

The general features of the room at the Weary Giant Inn are as follows:

Light and Visibility. It is early morning; just after seven bells. The sun is above the horizon, but the snowy sky keeps the sunlight at bay. The inn's windows are all shuttered, and its interior lit by candles, lanterns, and hearth-fires.

Smells and Sounds. Pungent incense, smoke from a small pot-belly stove, muffled chatter from the common room outside, rattling shutters, kettle whistles, intermittent purrs and snores from the pseudodragon.

Architecture and Furnishing. Built to accommodate Stagwick's large-framed citizens (as the needs do arise), the Weary Giant's rooms are proportioned a bit larger than usual. The ceiling is nine feet tall. Doors are several inches wider and taller than average. Larger pieces of furniture are mixed in with more conventionally sized pieces.

Word of trouble has led you to a large, candle-lit bedroom in the Weary Giant Inn. Warmth radiating from a pot-belly stove in a corner holds back the cold from the snowy weather howling outside. Your nostrils catch the tangy smell of medicinal herbs and, tracing the odor to its source, your attention is drawn to a female dwarf lying injured in a large bed. By the bedside sits a Shou woman, her elegant robes adorned with crane motifs in gold trim. A golden pseudodragon with milky-white eyes sits lazily on her shoulders.

When the woman sees you, she stands and invites you to approach the bed with a calculated gesture of her hand. "Greetings, adventurers. We have quite a bit to discuss."

The Shou woman is SEER, head of intelligence within the Lord's Alliance. She recognizes adventurers who have encountered her in the past and warmly introduces herself to those she has not yet met. SEER then introduces the dwarf as Emilia Marblehead. Emilia is hurt and weak, but her wounds have been well-tended.

ROLEPLAYING SEER

SEER is warm and grandmotherly—offering tea and cookies to visitors. In particular, she thinks of those working on her behalf as her children/grandchildren. Occasionally, she gets a distant look in her eyes as though her attention is focused elsewhere, and she has been known to answer questions just before they're asked.

Quote: "Of course I know why you are here. The question is, do you?"

ROLEPLAYING EMILIA MARBLEHEAD

Emilia is weak from her escape, but her spirited nature shows despite exhaustion and injury. She is emphatic about the rescue of her dwarven comrades, thinking and talking of little else, and implores the adventurers to act with urgency.

Quote: "There is precious little time to waste. My father and friends are in danger. Please help them!"

SEER and Emilia share the information below.

- Emilia is a member of the Frostbite Platoon, a contingent of twenty-four dwarven trainees from Citadel Adbar sent out into the Ice Spires to build proficiency and camaraderie. The platoon is led by Emilia's father, Captain Ezra Marblehead. The platoon's second-in-command, Lieutenant Adrienne Ogathoin, is secretly Emilia's lover (though she hasn't told her father this yet).
- A routine training expedition turned dire when the platoon was set upon by ogres. Cut off from escape, the trainees were forced to retreat into the Ice Spires, deep into the mountains, where they stumbled upon a long-abandoned place; holy to

giantkind. Having chased the dwarves into the holy site, the ogres set up camp to lay siege.

- The platoon held its ground for three days. On the evening of the third day, the ogres' leader taunted the dwarves with talk of giants coming to help defeat the platoon. The giants would arrive in a couple of days.
- Emilia and one of her comrades, Peroll Lodewick, volunteered to sneak past the ogres in the dark of night to find help. They were unfortunately discovered and subsequently chased by a band of ogres. Reaching the crest of a hill, Peroll triggered an avalanche that engulfed the ogres, allowing Emilia to escape. Unfortunately, Peroll was also swept away by the avalanche and lost his own life. It took Emilia a day of hard traveling before she finally reached Stagwick.
- The platoon is exhausted and their supplies are running low. If the platoon receives no aid over the next couple of days, they will succumb to their exhaustion and deplete their food and ammunition. After that, it is only a matter of time before they succumb to the siege forces.

Once the Frostbite Platoon's perilous situation has been retold, Emilia's weak state overcomes her and SEER conveys the details below.

- The dwarves discovered an ancient artifact at the holy site: a glyph-covered, stone tablet. Lieutenant Ogathoin was able to decipher some of the writing on the stone. The remainder requires further study to translate.
- Ogathoin gleaned two things from her study of the tablet. First, that the holy site—the Birthright Stones—is the burial ground of three giants whose identities have been lost to antiquity. Second, and more importantly, that the tablet contains esoteric knowledge of rune magic—a type of magic previously unknown of to non-giants. SEER believes that such magic could be used to catastrophic ends should it fall into the wrong hands.

Having shared what information she knows, SEER directs the adventurers to venture out into the western range of the Ice Spires to rescue the Frostbite Platoon and retrieve the rune tablet. She offers a reward of 1,000 gp to the party, should they return with the tablet and the dwarves. If the characters ask, and succeed on a subsequent DC 11 Charisma (Deception or Persuasion) check, she provides a 50 gp advance for the characters to purchase provisions. SEER emphasizes that time is of the utmost essence, and that delays and slow travel will surely lead to the loss of more dwarven lives.

MAKING READY

The inclement weather is much worse up in the mountains, and characters will need cold weather gear to stand a chance of making it to the Birthright Stones.

Supplies may be purchased at the Mainstays, a local general store run by a shrewd Damaran woman named Hesther. Weapons and armor are available at Rold's Wagonright, a livery and smithy run by a short-fused Tethyrian man named Maxin Rold and his wanderlust-smitten son, Relan.

Once the party is ready to set out for the Birthright Stones, move on to **Part 2**.

COLD WEATHER CLOTHING

Before heading into the Ice Spires, the characters can buy supplies in Stagwick. In addition to the normal items for sale in the *Player's Handbook*, inform the characters that cold weather outfits are available for 4 gp each (twice the cost of normal traveler's clothing).

FACTION ASSIGNMENTS

LORD'S ALLIANCE

SEER approaches members of the Lord's Alliance before they set out for the Ice Spires.

Assignment. Rescuing the dwarven trainees is secondary to retrieving the rune tablet. It is imperative that the artifact be delivered to the Lord's Alliance.

Success Condition. Deliver the tablet from the Birthright Stones back to Stagwick and into SEER's hands.

ORDER OF THE GAUNTLET

As a gesture of good will to the Order of the Gauntlet, SEER agreed to pass on a message to the order's agents. She hands members of the order a missive from Zern Xerkstil, Hammer of Impiltur and high ranking member of the order.

Assignment. Ensure the safety and rescue of the platoon's two commanding officers, Captain Ezra Marblehead (Emilia's father) and Lieutenant Adrienne Ogathoin, and get as many of the trainees out as possible. The Order of the Gauntlet seeks allies in Citadel Adbar. Rescuing the Frostbite Platoon—particularly its leaders—under the auspices of the order will surely secure footholds for the order at the citadel.

Success Condition. Successfully liberate and accompany the captain, the lieutenant, and at least half the trainees back to Stagwick.

PART 2. INTO THE ICE SPIRES

Expected Duration: 35 minutes

Having received directions to the Birthright Stones, the adventurers break westward into the Ice Spires.

GENERAL FEATURES

The general features of the Ice Spires are as follows:

Light and Visibility. The sky is cloudy as the adventurers push through the Ice Spires, and snow falls constantly in varying degrees of intensity. By 6 bells, the mountain range is completely dark and devoid of natural light. During well-lit portions of the day, Needle Peak is always visible above the surrounding mountains and makes a reliable landmark.

Smells and Sounds. The crisp air of fresh snowfall, howling wind picking up and subsiding, baying wolves off in the distance, skittering creatures disappearing into the rocks.

Icy Terrain and Inclement Weather. The persistent snow in the Ice Spires varies from gentle snowfall to mild flurry to whipping gale. Much of the rocky ground underfoot is covered in layers of snow, ice, or a combination of the two.

See “Weather and Terrain” below for guidance on how this may affect the party’s travels.

Breaking westward from Stagwick, the Ice Spires loom before you, vast and imposing. The impossibly tall and thin spire known as Needle Peak stretches above the mountain line to the north of your destination.

“Keep Needle Peak in view, push hard through the mountains,” you recall Emilia saying. “And you might arrive at the Birthright Stones before nightfall.”

Leaving Stagwick behind, you cross the Clear Whirl River. After a few miles of travel, the path begins to ascend into the mountain range’s heights.

WEATHER AND TERRAIN

Travel Pace. The holy site is eighteen miles from Stagwick. The first three miles are regular terrain, not particularly dangerous, and take about an hour to traverse. The rest of the fifteen mile journey takes place in icy, mountainous trails that count as difficult terrain, keeping adventurers from traveling at full speed.

Due to the environmental conditions in the Ice Spires, travel speed is cut in half (see Chapter 8 in the Players Handbook under Travel Pace, pages 181-182). Follow the guidelines below and keep track of how much time it will take for the adventurers to reach the Birthright Stones.

TRAVEL PACE IN THE ICE SPIRES

Pace	Distance/hr.	Effect
Fast	2 mi.	-5 to passive Wisdom (Perception) scores
Normal	1.5 mi.	—
Slow	1 mi.	Able to use stealth

Weather Conditions. For each encounter that the adventurers face (as selected in “Obstacles and Hindrances” below), roll for or choose one of the weather conditions from the following table.

WEATHER CONDITIONS IN THE ICE SPIRES

1d4	Weather	Effect
1	Light snowfall.	—
2	Heavy snowfall	Disadvantage on all Wisdom (Perception) checks that rely on sight, area is lightly obscured
3	Strong Winds	Disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing
4	Gusty snowfall	Disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on sight or hearing, area is lightly obscured

FLIGHT IN THE ICE SPIRES

Weather in the Ice Spires is unpredictable and oftentimes wild, making flight (natural or magical) in the mountains tiring and dangerous. Thick layers of snow clouds make it difficult to see into the mountain range from distances above.

Even with flight, adventurers cannot exceed the fast-paced travel speed of 2 miles per hour. Additionally, for each hour that a flying creature travels through the Ice Spires, that creature must succeed in a DC 12 Constitution saving throw or gain one level of exhaustion.

OBSTACLES AND HINDRANCES

For the purposes of a 2-hour adventure, the adventurers should face **one combat encounter** and **one exploration encounter** from the table of obstacles below. Choose obstacles below and weather conditions above ahead of time to facilitate speed and ease of play as necessary. If time isn’t a concern, feel free to use more encounters—though this may not change the amount of XP that the characters earn.

Choose or roll for encounters from the following table, then refer to the sections below for details.

ICE SPIRES ENCOUNTERS

1d6	Encounter	Encounter type	Difficulty
1	Polar Owlbear Attack	Combat	Easy
2	Grick Tunnel	Combat	Medium
3	Remorhaz Ambush	Combat	Hard
4	Avalanche	Exploration	
5	Trail Collapse	Exploration	
6	Crumbling Ice	Exploration	

After eight hours of travel, the party will have to decide whether or not to take a long rest or to continue on under a forced march (refer to the Forced March rules in Chapter 8 of the Players Handbook, under Travel Pace on page 181). Wherever they are and whatever they have encountered, at the end of the first eight-hour stretch of travel, the adventurers can take an hour to find a sheltered location in which to take a short or long rest. Otherwise, they may push forward and risk exhaustion.

ENCOUNTER 1: POLAR OWLBEAR ATTACK

Combat Difficulty: Easy

The adventurers stumble into a polar owlbear pack's territory. Three **owlbears** attack the party. These owlbears are resistant to cold damage (being well-adapted to the cold) and are completely covered in white feathers, making them difficult to spot in their snowy habitat. Characters with a passive Perception score of 16 or higher notice their approach. The owlbears surprise characters that don't notice them.

Development. A quick look around the area reveals the creatures' dwelling nearby: a small cave, not much more than a deep indentation along a rock face. The cave provides enough shelter to allow the party a short rest (though not enough protection from the elements for a long rest).

Treasure. Exploring the owlbears's cave reveals several mostly-eaten carcasses, damaged equipment, and ruined gear. Scattered among these are an assortment of coins and jewels worth 200 gp.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove one **owlbear**.
- **Weak party:** No adjustment.
- **Strong party:** Add one **owlbear**.
- **Very strong party:** Add two **owlbears**.

ENCOUNTER 2: GRICK TUNNEL

Combat Difficulty: Medium

The adventurers come upon a small tunnel system that can provide temporary shelter from the storm. The tunnels don't extend very far and there is no

chance of getting lost within them but, a **grick** and a **grick alpha** lair there and attack the adventurers as they explore.

Development. If the gricks are defeated, nothing else emerges from the tunnels to attack. The party may safely take a short or long rest in the tunnels.

Treasure. Lying among a pile of bones in the cave (a prior victim of the gricks) are a number of stone working tools in remarkably good shape. The tools are decorated with cast iron goat motifs of exquisite craftsmanship, and are worth 200 gp altogether.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the **grick**.
- **Weak party:** Remove the **grick alpha**, add three **gricks**.
- **Strong party:** Remove the **grick**, add one **grick alpha**.
- **Very strong party:** Add one **grick alpha**.

ENCOUNTER 3: REMORHAZ AMBUSH

Combat Difficulty: Hard

A **remorhaz** bursts out of the snow and ice and attacks the party. The monster's tunneling ability can loosen patches of snow, ice, or mountainside, and this encounter segues well into the exploration-based obstacles the adventurers can face.

Development. The holes from which the remorhaz emerge are actually large enough to accommodate the party, providing just enough shelter for a short rest (but not enough space to escape the weather for a long rest).

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Replace the **remorhaz** with one **young remorhaz**.
- **Weak party:** Replace the **remorhaz** with two **young remorhaz**.
- **Strong party:** No adjustment.
- **Very strong party:** Add one **young remorhaz**.

ENCOUNTER 4: AVALANCHE

Entering a small valley, adventurers with a passive Perception score of 16 or higher notice **sheets of loose snow** tumbling down the mountainside. Adventurers that notice this make the checks to get past the area with advantage.

To get past the area, the party must succeed in a DC 14 Dexterity (Acrobatics) group check as they traverse through the icy ground. If the group succeeds, they make it past the area without incident.

If they fail, some mishap causes loose snow to tumble down toward the party at great speed. Each character must make a DC 16 Strength saving throw to outrun the avalanche. Characters that fail the save take 11 (2d10) bludgeoning damage and are buried in snow. Characters that succeed in the check take half that much damage and are not buried.

If all of the adventurers succeed in the save or check, they manage to avoid being delayed on their way to the Birthright Stones. If any of the adventurers fail the save or check, the party takes an additional hour of travel time as they dig up allies and make their way past the avalanche site. If all of the adventurers fail the save or check, the party takes an additional two hours of travel time.

The avalanche unearths a cave that is deep enough to provide shelter for either a short or a long rest.

XP Award. If the entire party successfully avoids being delayed by the avalanche, award each character 100 XP.

ENCOUNTER 5: TRAIL COLLAPSE

As the adventurers navigate a mountainside trail, the **unstable ground** beneath their feet gives way underneath them and they scramble to recover.

Have each adventurer make a DC 15 Dexterity saving throw. Characters that succeed in the saving throw are able to dash or leap onto stable ground, avoiding damage altogether. Characters that fail the saving throw fall 40 feet down into the ravine below, taking 14 (4d6) bludgeoning damage from the fall.

If the entire party succeeds in the save, they manage to avoid being delayed on their way to the Birthright Stones. If any of the adventurers fall into the ravine, the party takes an additional hour of travel time as they fish allies out. If the entire party fails the save, they take an additional three hours as they attempt to hoist each other up the icy slope of the ravine. The party may reduce the climbing time down to two hours by succeeding on a DC 14 group Strength (Athletics) check.

If the adventurers elect to rest, a DC 12 Wisdom (Survival) check reveals an enclosed ravine that provides enough shelter for a short rest (but not enough cover for a long rest).

XP Award. If the entire party avoids being delayed by the collapse, award each character 100 XP.

ENCOUNTER 6: CRUMBLING ICE

A wide, **frozen river** cuts between the adventurers and the holy site. A safer crossing point can be found upstream, but this adds a total of four miles to their travel distance and the respective amount of travel time (based on their pace). This safer crossing does not include the need for further checks to cross.

Characters that decide to cross at the wider point need to succeed in a DC 15 Dexterity (Acrobatics) check to make it across the frozen river without incident. Any character with a passive Perception of 15 or higher makes this check with advantage. Any adventurer failing this check steps through a patch of cracking ice and falls into the river below, taking 11 (2d10) bludgeoning damage as the river's rapid current barrages them with chunks of broken ice. Having fallen through, a character can scramble out of the cold waters and onto the other side of the shore without any further setbacks. Once the party is across, an adventurer taking an hour to search and succeeding in a DC 12 Wisdom (Survival) check finds a rocky overhang that can provide shelter for a short rest (but not enough protection from the elements for a long rest).

XP Award. If the entire party successfully avoids being delayed by the crumbling ice, award each character 100 XP.

THE JOURNEY'S LAST LEG

After facing the appropriate number of encounters above, the adventurers discover the remains of Peroll Lodewick about two hours away from their destination. Finding Peroll's body ends Part 2.

As you continue your march towards the Birthright Stones, something in the distance catches your eye: a battered shield stands upright, half buried in what appears to be the remains of an avalanche. A dwarven hand clutches at the shield's handle, jutting lifelessly out from the snow.

With Ice Spire ogres in pursuit, Peroll urged Emilia forward. With some distance between him and his fellow trainee, Peroll triggered an avalanche knowing that he, himself, would most likely be swept up in the fall. His plan succeeded and the ogres were overcome by the avalanche, though he did lose his life in the act.

It takes a few minutes to dig the dwarf out from under the rocks and snow. The dead dwarf is wearing *+1 mithral splintmail* and carries a *potion of climbing* that miraculously remained intact (see the Rewards section at the end of this adventure for details about this item).

After finding Peroll's remains and acting accordingly, continue onto Part 3.

XP AWARD

For successfully making it through the Ice Spires and reaching the siege site, award each character 200 XP.

PART 3. IN DIRE NEED

Expected duration: 30 minutes

You rise past a crest in the mountains, the Ice Spires opening up to a large gorge before you to the west, and you catch your first glimpse of the siege site. Nestled into the far western end of the gorge, surrounded by walls of treacherous ice and snow, lie the Birthright Stones.

Even from a distance, the giant scale of the site is readily visible. Menhirs—upright stone monoliths—stand at attention as high as 50 feet tall throughout the holy site, quiet monuments to forgotten figures of the past. Just outside the chokepoint entrance to the site, a wide path littered with fallen ogre bodies trails east and descends down to the siege forces' encampment. A dozen crudely erected tents are spread out at about halfway through the gorge's length. A larger tent dominates the middle of the siege encampment. Dozens of ogres are visible lumbering about the camp.

WE'RE HERE! NOW WHAT?

How the characters tackle the situation ahead is largely up to them. Be ready to guide players towards their goals, adapt to creative solutions, and to keep the story moving.

THE IMPOSING THREAT

The amount of time it takes the adventurers to get to the Birthright Stones determines two things:

How Long Until the Giants arrive. The quicker the adventurers reach the Birthright Stones, the better they can strategize and enact plans for escape before the giants arrive to complicate things.

The giants arrive at Highsun of the day after the adventurers meet SEER (at 7 bells)—giving the party 29 hours to reach the Birthright Stones before the giants get there. Subtract the party's total travel time from 29 to determine how many hours they have to plan and act.

How Many Dwarves Died Waiting. The ogres have been making small skirmishes up the hill to storm the holy site. The dwarves valiantly hold them off, but some may die either from injuries sustained during their initial retreat or from a lucky throw by one of the ogres.

Add up how many hours it took for the adventurers to get to this point and refer to the following table to see how the dwarves fared in the meanwhile.

TRAVEL TIME ELAPSED

Total Hours	Number of Frostbite Platoon Casualties
Less than 10	No casualties
10 to 15	1d4-1 casualties
16 to 20	1d8-1 casualties
More than 20	1d12-1 casualties

The first order of business will most likely be attempting to somehow get past the siege site to reach the dwarves. Use the information found in the sections below for guidance as the adventurers navigate their way past the Shatterblood Camp.

It is possible to skirt the edge of the gorge and climb down the mountainside into the holy site. Unless this is done in cover of night or via some other means of concealment, the adventurers are in plain view of both the dwarven and the ogre forces. It takes an hour to travel to a good climbing point and descend. The distance from the top of the gorge to the floor of the Birthright stones is 80 feet. Any character making that descent must succeed in a DC 16 Strength (Athletics) check or fall after making it about halfway down, taking 14 (4d6) bludgeoning damage and landing prone.

Otherwise, the party may take advantage of spells or magic items to reach the dwarves, or find some other clever solution. Encourage creative ideas and reward the good use of resources.

THE SHATTERBLOOD CAMP

The Shatterblood ogres bide their time at camp, waiting for the giants to arrive and for the dwarves' ammunition and supplies to dwindle out. While they have been commanded by Jarl Ryndölg to simply chase the dwarves out of the Birthright Stones, slaughtering the dwarves is much more fun and nets the benefit of delicious dwarf flesh to feast on afterwards.

The camp itself is comprised of a dozen tents (each large enough to accommodate up to four ogres), a larger tent that accommodates the siege force's leader (an Ice Spire ogre named Gobgarrug), a central gathering area perpetually lit by a blazing fire in a large fire pit, and a pen where the ogres house a pack of winter wolves.

Altogether, the siege force consists of eighteen **Ice Spire ogres** (Gobgarrug included), thirty-six **ogres**, that the Shatterbloods have coerced into allying with them (and use for fodder), and 6 **winter wolves** who have allied themselves with the Shatterbloods in fear of their lives.

GENERAL FEATURES

The general features of the Shatterblood Camp are as follows:

Light and Visibility. As in the rest of the Ice Spires, the sky is cloudy with constant snowfall of varying intensity. Light and visibility is consistent with those given in the General Features section of Part 2.

Smells and Sounds. Foul-smelling tents, the pungent stench of unwashed ogres, the spoiled aroma of decaying food, grunts and rumbles of ogres tending to their duties, tent flaps occasionally whipping in the wind.

Icy Terrain and Inclement Weather. As with light and visibility, the weather remains consistent with the rest of the Ice Spires. Use the guidance in Part 2 for determining weather conditions within the camp. The ground throughout the camp is covered by a thick layer of snow.

ROLEPLAYING GOBGARRUG

Gobgarrug was chosen specifically by his brother, the Shatterblood Clan's chief, to lead the siege forces at the Birthright Stones. He is a shaman of his clan and is wiser than most ogres. While that really isn't saying much, it does mean that he understands the importance of pleasing the frost giants that the Shatterbloods have been serving. He is slower to anger than his brutish kin, but his temper is intense when he does lose it.

Quote: "Give up! Or the Shatterbloods will CRUSH your heads in!!"

ACTIVITIES WITHIN THE CAMP

During the day, the ogres make preparations for the next siege opportunity. Foraging teams strike out for wood to use for shelter or fire. A hunting party leaves the camp before sunrise each day to hunt for elk, giant goats, and anything else they can catch for food. A group has been given the task of gathering rocks and boulders to be flung by their giant allies (these go in a pile on the western end of the camp). Unoccupied ogres spend time wrestling, sparring, or keeping a lookout on the holy site for lapses in the dwarves' own watch.

OGRE PATROL

At all times during the day and night, a group of three **ogres** and a **winter wolf** patrols the gorge. They are not stealthy whatsoever, and their movements are easy enough to predict with a successful DC 10 Wisdom (Insight) check. Each patrol that strikes out for duty is equipped with a hunting horn that can signal the ogre camp from anywhere within the vicinity.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two **ogres**.
- **Weak party:** Remove one **ogre**.
- **Strong party:** Add one **ogre** and one **winter wolf**.
- **Very strong party:** Add one **Ice Spire Ogre**, one **ogre** and one **winter wolf**.

GUARD DUTY

A sentry team of three **ogres** and one **Ice Spire ogre** are stationed at the easternmost perimeter of the camp as lookouts. This complement of guards is also equipped with a hunting horn for signaling the camp.

Over the days that have passed, lookout duty at this place has become notoriously boring. The ogres posted here would much rather be at the front line charging or hurling javelins at the dwarves.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two **ogres**.
- **Weak party:** Remove one **ogre**.
- **Strong party:** Add one **Ice Spire ogre**.
- **Very strong party:** Add two **ogres** and one **Ice Spire Ogre**.

EVENING RITUAL

The Shatterbloods gather by the fire pit each evening (around eight bells) to wrestle one another for sport. It is ritualistic and not malicious, though rivalries exist and tempers do flare. The matches are specifically one-on-one, and no ogre intervenes or interferes once a match has begun. It is as much a show of honorable combat anyone might see from ogres, complete with a crude salute that begins and ends each ritual wrestling match.

If the camp is within sight of the party when evening comes, they see this ritual take place. If the adventurers see this take place, a character making a successful DC 10 Wisdom (Insight) check intuits that the ogres observe some sort of bond of honor when combating each other in this way. Perhaps there is a way to take advantage of this unique and uncommon bond (see Challenging the Ogres, below).

DEALING WITH THE SHATTERBLOODS

This adventure assumes that the Shatterblood forces are too numerous and powerful for the party to tackle head-on. If the players consider a full assault, let them know that they are likely to be overwhelmed and defeated by the ogres. These circumstances have been written to encourage the

players to apply creativity, rather than brute force. Should the players decide to attack the ogres despite a warning, allow them to do so and let the dice fall however they may.

Having been denied bloodshed by the dwarves, the ogres lash out at the party with deadly force if the adventurers try to approach the camp out in the open. There are other ways to deal with or circumvent the siege camp, and some of the possible courses of action are outlined in the sections below.

SNEAKING AROUND OR THROUGH THE CAMP

The Shatterbloods' attention is generally focused on the Birthright Stones and their duties around the camp. Gobgarrug keeps the ogre forces busy in order to keep them attentive and there are few idle moments for any of the brutes (if any). With the tents and supplies scattered about the camp, there is plenty of cover behind which the adventurers can hide. If the party decides to sneak around or through the camp, adjudicate the situation as you see fit, calling for ability and skill checks as necessary, using the guidelines below.

DCs FOR SNEAKING THROUGH OR PAST THE CAMP

Circumstances	DC/Modifiers
Sneaking around the camp	14
Sneaking around the camp behind cover	-2 to DC
Sneaking around the camp in darkness	-2 to DC
Sneaking through the camp	18
Sneaking through the camp behind cover	-1 to DC
Sneaking through the camp in darkness	-2 to DC

If the adventurers are discovered, the ogres attack in waves, a new wave arriving on the scene every three rounds. The adventurers may either fall back or push through the waves in an attempt to reach the path to the holy site. If they are within view of the dwarven sentries posted at the Birthright Stones' entrance, the dwarves assist the adventurers with crossbow fire, making up to four crossbow attacks per round.

A typical wave is composed of three **ogres** and one **Ice Spire ogre** (see Guard Duty above for guidelines on adjusting the waves).

If the party succeeds in sneaking or fighting their way past the camp, they are welcomed into the holy site by the dwarves. Move on to Part 4.

CHALLENGING THE OGRES

If the adventurers have somehow observed the Shatterbloods' nightly wrestling matches (see Evening Ritual above), it may occur to them to challenge the ogres to a fight. It takes a successful DC 16 Charisma (Persuasion) or Charisma

(Intimidation) check to momentarily stop the ogres from attacking, long enough to issue a challenge.

If the adventurers issue a challenge, the ogres are amused by the smallfolks's bold behavior and accept. Gobgarrug steps out from his tent to set forth the conditions of the challenge.

The ogres require the adventurers to choose several champions (perhaps the entire party). Any bugbears, goliaths, or orcs in the party are challenged first. Once the party's champions have been chosen, two **Ice Spire ogres** and two **winter wolves** step forward to combat the characters.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove one **Ice Spire ogre** and one **winter wolf**.
- **Weak party:** Remove one **winter wolf**.
- **Strong party:** Add one **Ice Spire ogre** and one **winter wolf**.
- **Very strong party:** Add two **Ice Spire ogres** and two **winter wolves**.

If the adventurers defeat the ogres in ritual combat, Gobgarrug is bound by the challenge's outcome to allow the party passage to the Birthright Stones. Move on to Part 4.

If the adventurers are defeated, the ogres cheer at the party's failure and Gobgarrug tells them to leave the site. The adventurers may leave the vicinity of the camp undisturbed (dragging fallen allies with them), and they must find another way to get past the camp. If the party refuses to leave the campsite, Gobgarrug and the rest of the ogres sneer and attack. If the ogres attack the party in this fashion, they attack in waves, Gobgarrug commanding each wave to charge as needed. As in previous sections, each wave consists of three **ogres**, and one **Ice Spire ogre** (see Guard Duty above for guidelines on adjusting the waves).

PART 4. THE BIRTHRIGHT STONES

Expected duration: 45 minutes

The Birthright Stones are as impressive as they are imposing. Tight clusters of 40 foot tall standing stones enclose the eastern end, a break between the clusters providing the only entrance to the grounds. Over a dozen menhirs stand erect throughout the site. The shortest stones stand towards the east at 20 feet tall, growing progressively taller towards the west until they tower above at a height of 50 feet

Two of the largest standing stones at the southwest corner of the site are partially buried in a large mound of fallen rock and snow, evidence of an avalanche that must have happened some time ago. The northeast corner is likewise covered in signs of a more recent avalanche, four of the shorter menhirs having been knocked down by the fallen deluge.

Three immense and immeasurably old sarcophagi are built into the gorge wall that encloses the far west end of the holy site. One of the sarcophagi covers lies toppled on the ground, it's now boat-like form pried from its resting place along the gorge wall—another victim of the older avalanche. The open sarcophagus contains a sheet of ice with a giant-shaped cavity. Whatever was interred in the sarcophagus is gone, having been removed or having escaped some indeterminate time ago.

The center of the site is occupied by a circle of stones built up to a height of 10 feet, and measuring about 20 feet in diameter. Openings ring the outside of the stone circle, and from the burn marks all over it, the structure appears to be a raised fire pit of giant-sized proportions. Huge steps made for giant feet descend 5 feet below ground level to a channel leading up to the circle.

Taking positions around the site and huddled within the stone circle are the bedraggled dwarves of the Frostbite Platoon.

GENERAL FEATURES

The general features of the Birthright Stones are as follows below. Show the players **Player Handout 2** to give them an idea of what the various objects at holy site look like.

Light and Visibility. As in the rest of the Ice Spires, the sky is cloudy with constant snowfall of varying intensity. Light and visibility is consistent with those given in the General Features section of Part 2.

Smells and Sounds. The musk of unbathed dwarves, grumbles of concern echoing off the gorge's walls, moans from the injured and wounded trainees, the occasional crumble and thump of ice

and snow sliding off the gorge walls onto the holy site's floor.

Icy Terrain and Inclement Weather. As with light and visibility, the weather remains consistent with the rest of the Ice Spires. Use the guidance in Part 2 for determining weather conditions within the Birthright Stones. Like the Shatterblood camp, the ground at the holy site is covered by a thick layer of snow.

Choke Point Entrance. The entrance to the Birthright Stones is a 20-foot wide gap between the standing stones that wall the site. Avalanche debris and fallen menhirs block off the northernmost 15 feet of that gap, providing the dwarves with an easily defensible choke point from which to keep the ogres out. At all times, this choke point is guarded by two **Blizzard Squad trainees** and four **Flurry Squad trainees** (see the *NPC/Monster Statistics* appendix). These guards take watch for four-hour long shifts before switching out with other trainees.

WE FEW, WE HAPPY FEW

During the winter season, soldiers-in-training venture from Citadel Adbar into the southwestern reaches of the Ice Spires. Known as the Frostbite Platoon, these generally inexperienced recruits spend several tendays in the frozen foothills to build proficiency and esprit de corps. This season's group is comprised of twenty trainees, two commanding officers, a chaplain, and a cook.

The platoon is composed of two squads: the more experienced Blizzard Squad and the greener Flurry Squad. Blizzard Squad is led by **Captain Ezra Marblehead**, while Flurry Squad is led by **Lieutenant Adrienne Ogathoin**. The trainees in each of the squads (use **Blizzard Squad trainee** and **Flurry Squad trainee** stat blocks) are further covered in the We Bring Good Dwarves to Life sidebar below.

DEVELOPMENTS

Despite their exhaustion, the dwarves assist the party to the best of their abilities. The longer the adventurers plan and spend time in the Birthright Stones, the greater the likelihood of the hill giants arriving. If the players find themselves stalled, urge them on by having the ogres further taunt the platoon about the arriving giants. Also, be prepared to offer suggestions based on the scenarios presented in Time to Get Out of Here!, below.

TREASURE

Capt. Marblehead carries a *potion of heroism* that he has been saving for the right occasion. He gives the

potion to the party to aid them in any escape attempt.

ROLEPLAYING CAPT. EZRA MARBLEHEAD

Capt. Marblehead is stoic and stone-faced. He has served Citadel Adbar for most of his worldly years and is nearing retirement, this expedition being the last he was to undertake with recruits. He does not hesitate to give all he can for the good of the platoon.

Quote: *“By Moradin’s hammer, I shall live to see Emilia within the ranks of Adbar’s soldiery.”*

ROLEPLAYING LT. ADRIENNE OGATHOIN

Lt. Ogathoin was only recently promoted to her rank. She is young, idealistic, and her fiery disposition contrasts the chill of her current surroundings. Though her years of service aren’t as long or storied as her commanding officer, she is sharp, observant, and versatile in her thinking. Even Ezra is quick to point out that with her mind and the spark of her youth, she is his better in the current situation.

Quote: *“These bloody, blameful beasts won’t get the best of us.”*

WE BRING GOOD DWARVES TO LIFE

It isn’t necessary to play up each individual trainee of the Frostbite Platoon, nor to even give their names to the players. However, playing the individual NPCs may get the players more deeply invested in the story, making it tragic when the cook sacrifices himself or when someone loses a sibling or when a commanding officer orders their squad to escape while they bravely stay behind.

See Chapter 4 in the Dungeon Master’s Guide (pages 89-91) for tables that you may use to randomly give the dwarves an assortment of traits. Otherwise, you may use the table below this sidebar to determine each dwarf’s general demeanor.

ROLL CALL

- **Blizzard Squad**, led by *Capt. Ezra Marblehead (M)*
 - Oliss Feldspar (F)* *Gabbi Mudbeard (F)*
 - Reese Mudbeard (F)* *Pallen Addrig (M)*
 - Jarith Jemworth (M)* *Jak Copperhall (M)*
 - Sonjha Copperhall (F)* *Dond Blackrock (M)*
 - Emilia Marblehead (F)* *Peroll Lodewick (M)*
 - Sister Dorcas Hallowhall*, cleric of Sharindlar (F, platoon chaplain and medic)
- **Flurry Squad**, led by *Lieutenant Adrienne Ogathoin (F)*
 - Antig Stormdrung (M)* *Agate Stormdrung (M)*
 - Dion Blackforge (M)* *Millius Blackforge (M)*
 - Marshe Blackforge (F)* *Annah Allthoin (F)*
 - Dorgrim Orgash (M)* *Gavrosh Ruddlock (M)*
 - Siobhan Suthlainn (F)* *Perick Lodewick (M)*
 - Rufus Rightswain (M, platoon cook)*

DWARVEN TRAINEE PERSONALITY TRAITS

1d10	Trait	Quote
1	Cautious	“We must act carefully.”
2	Confrontational	“Let those beasts come!”
3	Despondent	“We’ll never get home...”
4	Determined	“We can do this together!”
5	Devout	“The gods will provide.”
6	Fearful	“They’ll destroy us all!”
7	Hopeful	“I can’t wait to put this behind us.”
8	Panicked	“Game over, man. Game over!”
9	Reckless	“We must charge, NOW!”
10	Vindictive	“These ogres will feel the furious hew of my axe.”

THE RUNE TABLET

Despite their desperate circumstances, the dwarves are excited about the discovery of the relic. Capt. Marblehead keeps it sheltered in the fire pit and gladly shows it to the adventurers if they inquire about it.

Capt. Marblehead leads you into the ring of stones, within which are scattered injured dwarves and various supplies. Leaning against the northern wall is an object covered in canvas bedding. Ezra pulls the covering aside, revealing a large slab of stone completely inscribed with runes. The rune tablet is four feet wide, five feet tall, three inches thick, and must weigh at least half a ton.

Between Ezra and Adrienne, the adventurers can learn the following about the rune tablet.

- The Frostbite Platoon found the Birthright Stones in the state it’s currently in: covered in avalanche debris, with the sarcophagus cover toppled and contents missing.
- After a quick look around the site, the dwarves found the rune tablet among the debris littering the open sarcophagus. No other traces of such objects were found, but from the position of the tablet, the relic was most likely contained in the sarcophagus.
- With what knowledge of history she has, Lieutenant Ogathoin was able to pluck some knowledge out of the tablet (as mentioned in Part 1): the name and purpose of the holy site, and that the tablet has further secrets pertaining to rune magic that require further study to decipher.

INSPECTING THE RELIC

Characters who speak giant, are proficient in the History skill, and succeed in a DC 18 Intelligence (History) check see that the glyphs covering the tablet are of an ancient dialect of giant and can glean the same information that Lieutenant Ogathoin learned.

Characters that meet the conditions above, are additionally proficient in the Arcana skill, and that succeed in a DC 14 Intelligence (Arcana) check; or those that use spells such as *comprehend languages*, see that some of the glyphs detail some form of magical equation. The equations are complex, cryptic, and need much more careful study before any function or effect can be deduced.

If the relic is to be further deciphered or understood, it needs to be extracted from the site.

EVENTS AT THE HOLY SITE

As the adventurers interact with the Frostbite Platoon at the Birthright Stones, several events can occur. Use these events to influence the players' decisions, further challenge the players before they make attempts to escape, or complicate events as they enact their escape plans.

SHATTERBLOOD SKIRMISH

A cry rises up from the guards stationed at the holy site's entrance as a team of six **ogres** and two **Ice Spire ogres** rush up the path. Each ogre attacks one of the guards stationed there—each guard enjoying the benefit of partial cover. After the ogres attack, the surviving dwarves respond with a volley of crossbow fire, causing the ogres to retreat back to the camp. Nearby adventurers can respond to the attack alongside the dwarves, potentially killing some of the ogres and whittling down their numbers.

AVALANCHE (AGAIN)!

A **sheet of snow and rock** cascades down the gorge side and covers a 30-foot-by-30-foot area within the site. Adventurers and platoon dwarves caught in that area must succeed with a DC 14 Dexterity saving throw or take 5 (1d10) bludgeoning damage. If this event occurs, it may clue the adventurers in to the possibility of the avalanche escape scenario, as detailed in The Set Piece Escape section, below.

WHEN LITTLE PEOPLE FIGHT

One of the dwarves at guard duty rushes up to Capt. Marblehead as he is conversing with the adventurers. With the platoon running low on crossbow bolts, one of the dwarves (preferably Gavrosh Ruddlock, if he is still alive) has decided to

sneak down the path to gather salvageable ammunition. The rogue dwarf has been spotted by the ogre forces and a skirmish squad of four **ogres** has advanced to pepper the brave trainee with javelins. The guards at the Birthright Stones' entrance attempt to cover their comrade with crossbow fire, and nearby adventurers may respond as well.

If even one ogre survives, that brute's javelin strikes true, hitting the stray dwarf. The mortally wounded dwarf manages to crawl back up the path, hurling a satchel full of salvaged crossbow bolts up to the other guards before dying several yards from the entrance.

EVENING RITUAL

If the characters arrive during the evening or night falls with the adventurers at the site, they are called over to the holy site's entrance to observe the ogres' ritual of combat. This may lead them to challenge the ogres as detailed in the Challenging the Ogres section in Part 3.

THE GIANTS ARRIVE

As the adventurers interact with the Frostbite Platoon, the ogres' two **hill giant** allies arrive and descend into the gorge.

The ground begins to shake with rhythmic regularity and the thunderous thump of huge footsteps fill the air. The guards by the Birthright Stones' entrance call out in fear, drawing everyone's attention to the site beyond.

Two immense humanoids descend into the gorge towards the ogre camp. Each figure is clothed in ragged animal furs that barely manage to cover their bloated bodies. In one hand, they wield tree trunks like oversized clubs. In the other, they hold leashes that lead packs of large wolves, the animals dwarfed by their giant masters despite their threatening size.

The ogres from the camp below cheer and snarl maliciously. The giants have arrived!

The giants have travelled some distance in their journey towards the gorge. Being naturally lazy, the first thing the giants demand is to be fed by the ogres. This gives the adventurers three or four hours to act while the ogres are distracted with the task of gathering enough food to feed the giants. After this time elapses, the giants haul themselves back up, approach the western end of the siege site, and start hurling boulders into the siege site.

For every round that the giants hurl boulders, have each giant make a rock attack (at disadvantage due to the distance from which the giants are attacking). If the attack hits AC 12 or better, one of

the trainees is hit (and most likely perishes). If the attack hits AC 18 or better, the attack instead hits Captain Marblehead, Lieutenant Ogathoin, or one of the adventurers with AC 18 or worse. The hill giants continue attacking in this manner until all of the dwarves and adventurers are slain, or until the party takes some form of action to stop the giants.

ROLEPLAYING HRUGH AND REEGAH

Hrugh and Reegah are typical hill giants: slow-witted, boorish, and malicious beyond words. The breaking of the Ordning means nothing to their dull minds, so they enjoy being Jarl Ryndölg's bullies. They don't say much, communicating with little more than grunts, gestures, and what few words of common they can muster. Not being very bright, either of the giants are easy to fool, but are quick and violent to lash out should they catch scent of any ruse. They recognize the fear smallfolk bear of them and take advantage of that fear whenever they can.

Quote: "FOOOOOD...NOWWW!"

TIME TO GET OUT OF HERE!

After taking stock of the situation at the Birthright Stones, the adventurers will most likely move onto formulating a plan of action. Below are several possible courses of action the party may pursue. Again, encourage creative thinking, be open to the players combining the solutions below, adapt to clever ideas, and be ready to guide the players as needed to keep the story moving.

Follow the guidance in Part 3 to determine if and how the ogres respond to the party's actions. Keep in mind that the adventurers may choose to liberate a bare minimum of dwarves (perhaps just the leaders and half the platoon as specified by the Order of the Gauntlet faction assignment), or to simply leave the dwarves and escape with the rune tablet.

Play the adventurers' plans out. By the end of this part, the adventurers will have either successfully liberated all or some of the dwarves—perhaps the rune tablet as well—or they will have fled or lost their lives failing to do so.

SNEAKING PAST THE SHATTERBLOOD CAMP

With the right resources, the adventurers may successfully attempt to sneak the dwarves out past the Shatterblood Camp. If they do attempt this, follow the guidelines in Part 3 for sneaking through the camp.

The party and the platoon can attempt to sneak out while the ogres are distracted by their Evening Ritual (see Part 3) or when The Hill Giants Arrive (see above). This can also be successfully accomplished in combination with the Challenging the Ogres scenario.

If the adventurers and the platoon successfully sneak past the camp and out the gorge without challenging the siege forces, they encounter the two arriving **hill giants** and the giants' three **dire wolves** for one last battle before making it to safety. If the hill giants are already at the siege site, they instead encounter a patrol of two **Ice Spire ogres** and **two winter wolves**.

ADJUSTING THE ENCOUNTERS

Here are recommendations for adjusting the encounter with the hill giants and dire wolves. These are not cumulative.

- **Very weak party:** Remove one **hill giant** and one **dire wolf**.
- **Weak party:** Remove one **hill giant** and add one **dire wolf**.
- **Strong party:** Add one **hill giant**.
- **Very strong party:** Add one **hill giant** and two **dire wolves**.

Here are recommendations for adjusting the encounter with the Ice Spire ogres and winter wolves. These are not cumulative.

- **Very weak party:** Remove one **Ice Spire ogre** and one **winter wolf**.
- **Weak party:** Remove one **winter wolf**.
- **Strong party:** Add one **Ice Spire ogre** and one **winter wolf**.
- **Very strong party:** Add two **Ice Spire ogres** and two **winter wolves**.

SCALING THE GORGE

It is possible though difficult to scale the gorge side to the land above. Climbing the gorge walls unassisted takes a successful DC 20 Strength (Athletics) check every 20 feet climbed. As mentioned in Part 3, it is 80 feet from the floor of the Birthright Stones to the top of the gorge. If the ogres spot the party attempting this, they charge the site to get within 120 feet of the fleeing dwarves and start hurling javelins, attempting to shoot down as many of the dwarves or adventurers as they can. If the giants arrive or are present when this happens, they either start hurling rocks at the climbing targets or making their way to the top of the gorge to intercept the climbers.

If the adventurers and the dwarves are able to escape to the top of the gorge, they encounter the hill giants and their dire wolves there for one final confrontation, as per Sneaking Past the Shatterblood Camp above. Overcoming the encounter allows the party and the platoon to flee into the Ice Spires and towards Stagwick.

THE SET PIECE ESCAPE

With careful execution (firing a ranged weapon or casting a spell onto the correct portion of the westernmost gorge side), it's possible to cause enough loose snow and rock from the gorge walls to fall, triggering a large avalanche, burying everything

in the holy site, and sweeping away the siege camp, the attacking ogres, and even the hill giants. Positioned far enough east from the gorge side, the boat-like sarcophagus lid can be used as an enormous, oversized toboggan to ride a purposefully triggered avalanche (an observation that can be made by one of the dwarves if the adventurers do not come to this conclusion). The lid can fit up to fifteen individuals (the rune tablet taking up the space of one individual).

The adventures may elect to topple one of the other lids for use as an additional vessel. Pulling down an additional sarcophagus lid takes an hour and requires a successful DC 18 Strength (Athletics) group check by at least twelve individuals. Opening one of the other sarcophagi reveals a frost giant corpse entombed in a thick sheet of ice within. There are no signs of additional rune tablets. The loud thump of the lid crashing to the ground resonates throughout the gorge, alerting the siege forces that something is happening within the holy site, potentially triggering one of the complications mentioned earlier in this part of the adventure.

If the party tries this plan, a successfully triggered avalanche violently sweeps up the sarcophagus lid and sends it barreling eastward above or through the Birthright Stone walls and out to the gorge. Ogres and giants take potshots at the passing targets while attempting to retreat to higher ground as the avalanche rages forward. Some ogres could attempt to jump into the vessel, putting up a fight as the adventurers and the dwarves try to force them off. The giants could stand in the vessel's way and try to stop it using brute force. The avalanche ride itself is bucking and wild, and should call for various Strength (Athletics) checks or Dexterity saving throws as adventurer and NPC alike attempt to stay in the careening toboggan.

If the adventurers pull off riding the avalanche, the ride sends them barreling towards the eastern portion of the gorge. Looking west, back towards the way they came, they see the gorge almost entirely covered in a new layer of snow and ice, the remains of ogre tents and bodies half-buried and crushed underneath.

CONCLUSION

The journey back to Stagwick is exhausting but uneventful. If, out of respect for the dead, the adventurers opted to leave behind the *+1 mithral splintmail* worn by Perrol Lodewick, they pass it by on their journey back to Stagwick. One of the surviving dwarves says a quiet prayer over Perrol's corpse, then offers the armor to the adventurers as a gesture of gratitude.

SEER and Emilia enthusiastically greet the adventurers and any surviving dwarves. Regardless of whether or not any of the platoon dwarves are liberated or survive, a delegation from Citadel Adbar accompanied by representatives from all five factions arrives a day after the adventurers return to Stagwick.

If the adventurers successfully retrieved the rune tablet, they may either surrender it to SEER, to a faction representative, or to the citadel delegation. They receive the **SEER's Delivery Service** story award.

If the adventurers rescued 11 or more of the platoon dwarves, they receive the **Heroes of Citadel Adbar** story reward. The living are celebrated, the dead are mourned, and the surviving dwarves are escorted back by the Adbarran delegation.

If the party triggered an avalanche as part of their escape from the Birthright Stones, the avalanche destroys the holy site. The adventurers receive the **Ire of the Frost Giants** story reward and whatever remaining secrets the Birthright Stones hold are buried under tons of snow and ice in the gorge.

TREASURE

SEER rewards the party with the 1,000 gp (less any advance she provided them with) they were promised so long as the adventurers return with either any number of liberated dwarves or with the rune tablet.

Additionally, the surviving platoon dwarves gather and give the adventurers 200 gp worth of jewelry. If none of the dwarves survive, the delegation from Citadel Adbar instead give the adventurers 200 gp for the pains they'd taken to act on the platoon's behalf.

XP AWARD

For successfully reaching the Frostbite Platoon, award each character 200 XP. If the party is able to escape the site with any number of dwarves, award each character an additional 200 XP. If the party is able to escape the site with the rune tablet, award each character an additional 100 XP.

REWARDS

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Owlbear	700
Grick	450
Grick Alpha	2,900
Remorhaz	7,200
Young Remorhaz	1,800
Ogre	450
Ice Spire Ogre	1,100
Winter Wolf	700
Hill Giant	1,800
Dire Wolf	200
Veteran	700
Knight	700
Blizzard Squad trainee (thug)	100
Flurry Squad trainee (bandit)	25

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Avoid the avalanche (Part 2)	100
Avoid the collapse (Part 2)	100
Avoid the crumbling ice (Part 2)	100
Reach the siege site (Part 2)	200
Reach the dwarves (Part 5)	200
Escape with the dwarves (Part 5)	200
Escape with the tablet (Part 5)	100

The **minimum** total award for each character participating in this adventure is 1,875 experience points.

The **maximum** total award for each character participating in this adventure is 3,125 experience points.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever

possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name/Location	GP Value
Polar Owlbear Attack (Part 2)	200
Grick Cave (Part 2)	200
Dwarves' jewelry or Citadel Adbar delegation reward	200
SEERs reward (Part 6)	1,000

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

+1 MITHRAL SPLINTMAIL

Armor, rare

A beautifully crafted suit of splintmail wrought in classical Adbarran design. The armor is evocative of dwarven sensibilities, being simple if a bit angular. The helm is crafted with curling ram's horns and dwarven runes on the vambraces pronouncing the wearer a friend and defender of Citadel Adbar. A description of this item can be found in **Player Handout 1**.

POTION OF CLIMBING

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF HEROISM

Potion, rare

A description of this item can be found in the *Dungeon Master's Guide*.

RENOWN

All faction members earn **one renown point** for participating in this adventure.

Lord's Alliance characters earn **one additional renown point** if they successfully deliver and relinquish the rune tablet to SEER or any other representative of the Lord's Alliance.

Order of the Gauntlet characters earn **one additional renown point** if they successfully return Captain Marblehead, Lieutenant Ogathoin, and at least eleven Frostbite Platoon trainees safely to Stagwick.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this adventure.

STORY AWARDS

Characters have the opportunity to earn the following story awards during this adventure.

SEER's Delivery Service. You successfully delivered the rune tablet into the hands of the Lord's Alliance for study, much to their gratitude. You gain advantage on ability checks that involve interacting with NPC members of the Lord's Alliance.

Additionally, you gain disadvantage on ability checks that involve interacting with NPCs that specifically oppose the Lord's Alliance.

Heroes of Citadel Adbar. Your brave rescue of the Frostbite Platoon has earned you fame and favor within the dwarven citadel. While the citadel normally shuts out visitors, you are granted access to the citadel's upper reaches. You gain advantage on ability checks that involve interacting with dwarves from Citadel Adbar, regardless of where you travel.

Ire of the Frost Giants. You either inadvertently or purposefully destroyed a frost giant holy site. Whether or not anyone witnessed the act, word of your "accomplishment" still travels and reaches the frost giant communities throughout the Realms. You gain disadvantage on ability checks that involve interacting with frost giants. Additionally, you gain advantage on ability checks that involve interacting with NPCs that specifically oppose frost giants.

DM REWARDS

For running this adventure, you receive **625 XP, 312 gp, and five downtime days**.

APPENDIX. NPC SUMMARY

The following key NPCs appear or are mentioned in this adventure.

SEER. Female human. A mysterious figure and the head of intelligence within the Lord's Alliance. Heavily invested in acquiring the rune tablet, SEER sets the wheels of the Frostbite Platoon's rescue into motion.

HSING (SING). Male pseudodragon. SEER's familiar. Sent to Stagwick to keep SEER apprised of the rescue attempt and the retrieval of the rune tablet. Hsing is blind; an incurable condition that he believes to be a gift from Io.

Emilia Marblehead (eh-MEEL-ya). Female dwarf (shield/mountain). Blizzard Squad soldier of the Frostbite Platoon who escaped the Birthright Stones siege site in order to find help for the besieged dwarven contingent. Emilia succeeds in her flight and makes her way to Stagwick.

Peroll Lodewick (PERR-uhl LOH-duh-wik). Male dwarf (shield/mountain). Blizzard Squad soldier of the Frostbite Platoon who escaped the Birthright Stones siege site in order to find help for the besieged dwarven contingent. Peroll perishes during the escape attempt while distracting ogre pursuers, allowing Emilia to flee.

Gobgarrug (GOB-guh-rug). Male ogre. Shaman of the Shatterblood clan of Ice Spire ogres who leads the siege at the Birthright Stones. Brother to the clan's chief.

Captain Ezra Marblehead (EHZ-ruh). Male dwarf (shield/mountain). Commanding officer of the Frostbite Platoon's Blizzard Squad. Commands the dwarves at the Birthright Stones. Emilia Marblehead's father.

Lieutenant Adrienne Ogathoin (ADD-ree-uhn OH-guh-thoyn). Female dwarf (shield/mountain). Commanding officer of the Frostbite Platoon's Flurry Squad. Second-in-command at the Birthright Stones.

Hrugh (hu-RUGH), male hill giant, and **Reega (REE-gah),** female hill giant. Two hill giants currently allied with the Shatterblood clan. Sent to the Birthright Stones by the command of frost giant Jarl Ryndölg to assist with the violent eviction of the Frostbite Platoon.

APPENDIX. NPC/MONSTER STATISTICS

OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

GRICK

Medium monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

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

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

GRICK ALPHA

Large monstrosity, neutral

Armor Class 18 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 7 (2,900 XP)

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The grick makes two attacks: one with its tail and one with its tentacles. If it hits with its tentacles, the grick can make one beak attack against the same target.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage.

Beak. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing 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 Resistances cold, fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

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.

YOUNG REMORHAZ

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

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

Damage Resistances 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.

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

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

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

ICE SPIRE OGRE

Large giant, chaotic evil

Armor Class 16 (scale armor, shield)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	9 (-1)	12 (+1)	8 (-1)

Saving Throws Con +6, Wis +3

Skills Perception +3

Special Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The ogre makes two melee attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Frozen Head. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. In addition, every creature within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) piercing damage. The ice spire ogre carries four frozen heads.

WINTER WOLF

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

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

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

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

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

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

ACTIONS

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

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

HILL GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	8 (-1)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

CAPTAIN EZRA MARBLEHEAD (VETERAN)

Medium humanoid (dwarf), neutral good

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common, Dwarven

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two battleaxe attacks. If it has a handaxe drawn, it can also make a handaxe attack.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Handaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

LIEUTENANT ADRIENNE OGATHOIN (KNIGHT)

Medium humanoid (dwarf), neutral good

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common, Dwarven

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

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

BLIZZARD SQUAD TRAINEE (THUG)

Medium humanoid (dwarf), neutral good

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages Common, Dwarven

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The trainee makes two melee attacks.

Handaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

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

FLURRY SQUAD TRAINEE (BANDIT)

Medium humanoid (dwarf), neutral good

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common, Dwarven

Challenge 1/8 (25 XP)

ACTIONS

Handaxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

PLAYER HANDOUT 1: +1 MITHRAL SPLINTMAIL

+1 MITHRAL SPLINTMAIL

Armor, rare

You have a +1 bonus to AC while wearing this armor. This item can be found in the *Dungeon Master's Guide*.

A beautifully crafted suit of splintmail wrought in classical Adbarran design. The armor is evocative of dwarven sensibilities, being simple if a bit angular. The helm is crafted with curling ram's horns and dwarven runes on the vambraces pronouncing the wearer a friend and defender of Citadel Adbar.

PLAYER HANDOUT 2: OBJECTS FOUND AT THE BIRTHRIGHT STONES

OBJECTS FOUND AT THE BIRTHRIGHT STONES

As documented by
Sister Dorcas Hallowhall
of the Burning Needle,
Cleric of Sharindlar

RUNES

32 1/2'

FROST GIANT
SARCOPHAGUS COVER

50'

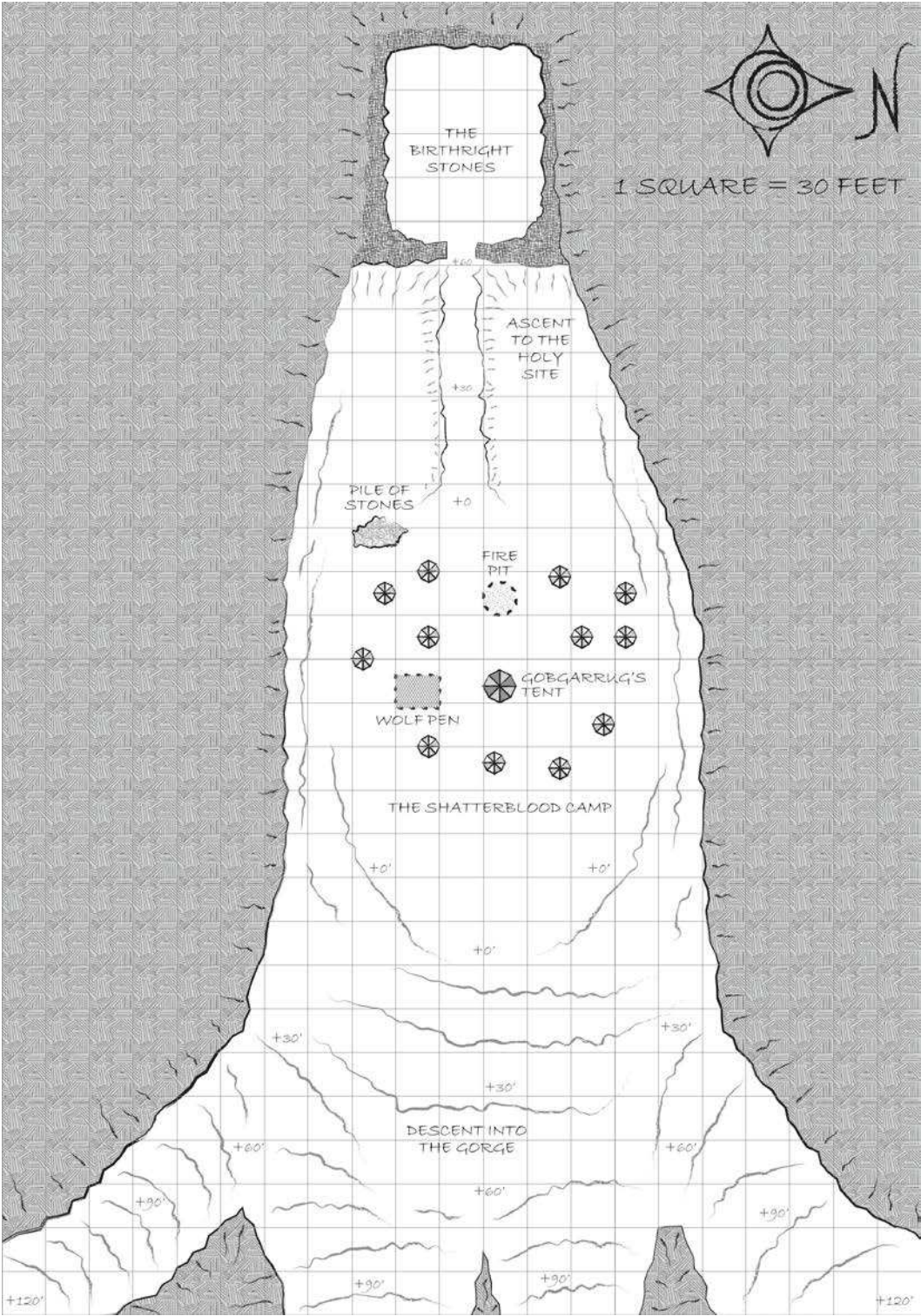
40'

30'

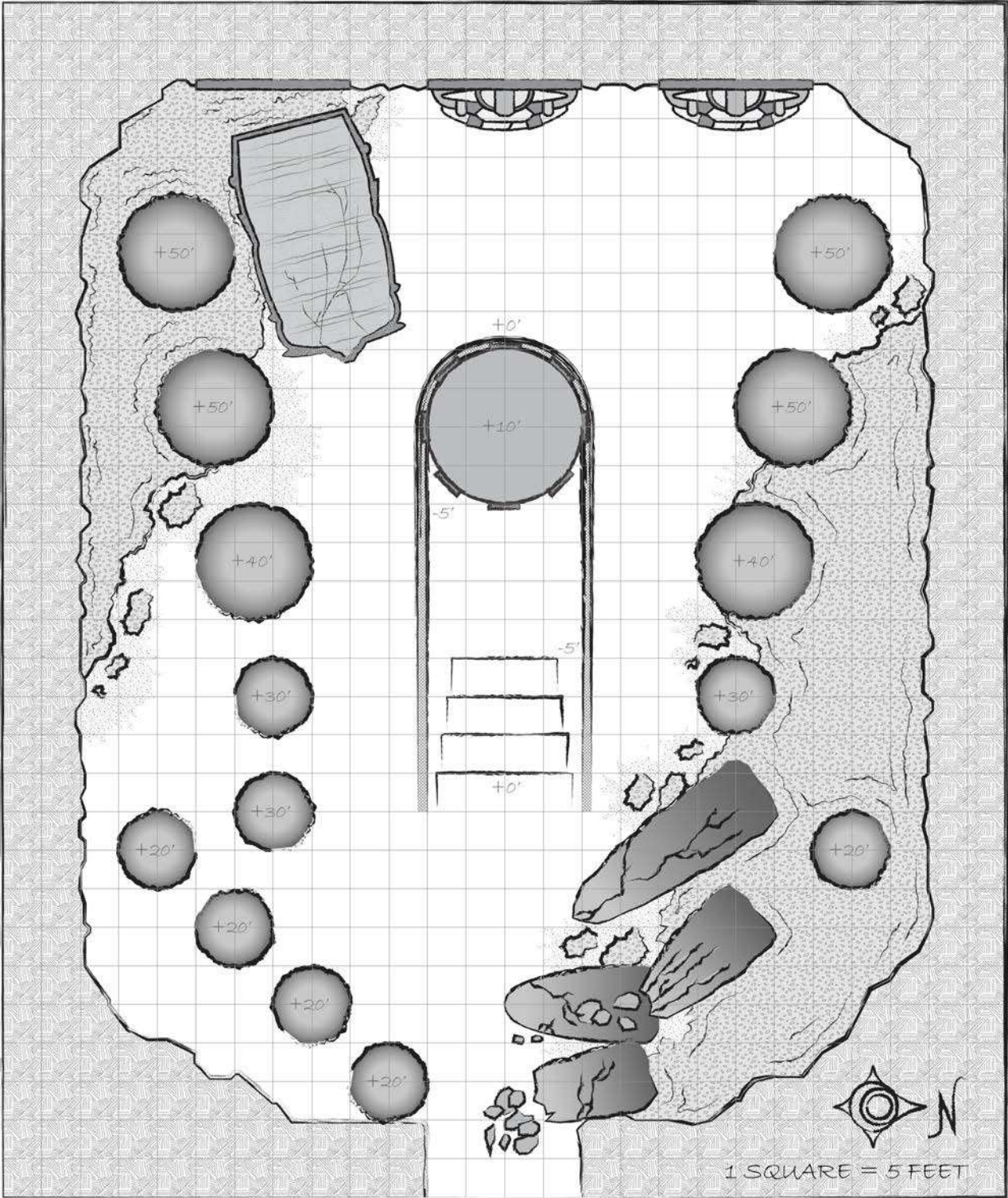
20'

} MENHIRS

APPENDIX. THE GORGE MAP



APPENDIX. THE BIRTHRIGHT STONES MAP



RESULTS CODE: OCTOBER - NOVEMBER 2016

If you are DMing this adventure during the months of October - November 2016, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

