



THE FALLEN STAR

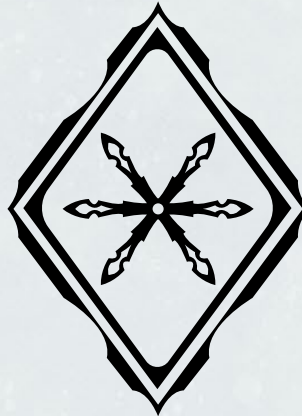
A Plague of Ancients Adventure

As the last vestiges of Feral-Tongue's legacy echo across Icewind Dale, an ominous sign makes itself known. A falling star far to the west heralds a new unknown. A goliath hunting party returns to Wyrmdoom Crag, speaking of a strange creature. Perhaps it may be the key to discovering the source of the mysterious light.

Part Six of the *Plague of Ancients* Series of Adventures.

A Four-Hour Adventure for 5th through 10th-Level Characters

Optimized for APL 7.



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ADVENTURE PRIMER

Perhaps in this universe, there exists a solitary, absolute truth. Perhaps it clarifies every question. But that's beyond the reach of these short hands.

—Yang Wenli, *Legend of the Galactic Heroes*

This adventure is designed for **three to seven 5th- to 10th-level characters** and is optimized for **five characters with an average party level (APL) of 7**. Characters outside this level range can't participate in this adventure.

This adventure mostly occurs within Icewind Dale, west of Wyrmdoom Crag.

BACKGROUND

The fallen star witnessed by the **THUUNLAKALAGA GOLIATHS** isn't what it appeared to be: it's a **NAUTILOID** piloted by gnomish **CEREMORPHS** that was chased into one of Auril the Frostmaiden's great blizzards and now lies earthbound.

To make matters worse, the neogi masters of the **DEATHSPIDER** pursuing the nautiloid have arrived. Slavers, the **NEOGI** have capitalized on the havoc sown by the Everlasting Rime—capturing and enslaving whomever they can find.

However, one of the neogi's captives has escaped: a **GIFF** who may be able to formulate a plan just daring enough to defeat the neogi and help the gnome ceremorphs escape!

OVERVIEW

The adventure's story is spread over **four parts** and takes approximately **4 hours** to play:

Call to Action: The Sign (15 mins). News of a strange creature that might be related to the fallen star reaches Old Goat and she asks the adventurers to investigate.

Part 1: A Cold Meal (45 mins). The strange creature, a giff, is currently being held in a cave within the mountains. To rescue the giff, the adventurers need to defeat the trolls first! This is **Story Objective A**.

Part 2: There's No "Me" in Hippopotam-"Us" (60 mins). The half-frozen giff, Lieutenant Prook, needs the characters' help to recover. This is **Story Objective B**.

Part 3: Desperate Times, Desperate Measures (60 mins). Lieutenant Prook guides the characters to the neogi deathspider—a magical flying ship—but they encounter an awakened mammoth along the way. This is **Story Objective C**.

Part 4: The Er'lir Fezrrega'l (60 mins). Lieutenant Prook and the adventurers arrive at the mountains where the neogi deathspider, the *Er'lir Fezrrega'l*, is hidden. However, the area is heavily guarded. There must be a way to get close to it! This is **Story Objective D**.



STORY AWARDS

At points in the adventure, this glyph along with an entry describes how the specified story award is earned or impacted by the story. Ignore it if it refers to a story award none of the characters have. If it refers to a story award the characters just earned, it provides information for you and the players.

ADVENTURE HOOKS

If the characters haven't played earlier adventures in this series, players may be unsure how they came to Wyrmdoom Crag or why Old Goat is seeking their help. Players can pull from their characters' existing backstories or you can suggest the following scenarios to guide them:

Seeking the Fallen Star. The character witnessed a bright falling star in the sky and decided to follow it. Looking for more clues, their journey brought them to the Thuunlakalaga clan's camp.

Local Hero. Characters with the Folk Hero background may be from the Ten-Towns or another settlement within Icewind Dale, and were contacted by the goliaths of Wyrmdoom Crag to help their dying clan.

So You're Finally Awake? A group of goliath hunters found the character close to death after their caravan got lost en route to Icewind Dale. The character was brought to the Thuunlakalaga clan's home at Wyrmdoom Crag to recover. Now it's time to repay their debt.

Huntmaster. Some characters, particularly those with the Outlander or Hermit background, may be working to improve their hunting skills, and have sought out the goliath clans in Icewind Dale. It's time to learn from the masters.

USING SIDEKICKS

This adventure includes sidekicks (**handout 1**). Sidekicks are special NPCs controlled by the players.

If you think an encounter may be too difficult for the characters on their own (especially in groups of three or fewer), consider including a sidekick or two. Be warned however, in groups larger than that, sidekicks can slow down combat or make encounters too easy. More information about sidekicks can be found in *Tasha's Cauldron of Everything*.

CALL TO ACTION: THE SIGN

Estimated Duration: 15 minutes

WYRMDOOM CRAG

Themes: Conflict, hopelessness, doubt.

The characters are summoned to the main hall by Old Goat, chieftain of the Thuunlakalaga clan. She wants to brief everyone on what the goliaths have been through so far, after one of their own, Feral-Tongue, was corrupted by a material known as chardalyn and brought death and famine to their doors.

CHARACTER INTRODUCTIONS

Allow each player a few minutes to introduce their character, describe their appearance and mannerisms, and the reason they came to the Dale. Encourage the characters to develop bonds by asking them to describe one positive interaction or event that occurred between their character and another at the table. Character introductions provide a solid foundation for roleplaying opportunities and give you, the DM, hints as to which game elements will be most attractive to your players.

Award **inspiration** once everyone's had a turn.

TENSIONS ARE HIGH

With their numbers dwindling, the absence of the sun's warmth, and the lack of food—Old Goat needs to come up with a solution on how to keep the clan alive with as little risk as possible.

When the characters arrive at the main hall, Old Goat and Nararhak Tree-Eye retell the whole Feral-Tongue incident to the clan. Kaskur Spearsong on the other hand voices his concerns about how Old Goat handled the incident poorly, which cost some of the clan their lives. Kaskur is about to propose that everybody must now focus on hunting for food to survive, but is interrupted when one of the Thuunlakalaga hunters returns. Read or paraphrase the following:

A hunter enters the main hall to deliver a message while catching their breath, "Strange creature! We found a strange creature and it might be related to the fallen star!"



STORY AWARD: SING A SONG OF VENGEANCE

If one or more characters have the Sing a Song of Vengeance story award, Kaskur Spearsong's frustration about the clan's situation increases. He questions why Old Goat is still letting outsiders stay at their camp, when they don't even have the courage to avenge the deaths of the innocents Feral-Tongue murdered. Now he believes because of the character's actions, or lack thereof, the whole clan is doomed. He roars like an animal at the character before storming out the main hall.

THE STORY SO FAR

If some characters haven't played through the previous *Plague of Ancients* adventures, you may wish to summarize these key points:

- Feral-Tongue, a druid formerly of the Thuunlakalaga clan, fell under the corrupting influence of a powerful magic staff made of chardalyn.
- Feral-Tongue used the chardalyn staff to empower and awaken an army of beasts, including the fearsome snowy owlbear Frostclaw. These chardalyn-infused monsters have spread death and destruction within and around Wyrmdoom Crag.
- With the help of Kaskur Spearsong and boons from local chwingas, the adventurers managed to defeat Frostclaw and Feral-Tongue.

CREATURE INFORMATION

Kaskur Spearsong is tired of this fallen star nonsense and stalks out the main hall as soon as he hears what the returning hunter has to say. **Ogolai Orcsplitter** ("Old Goat") on the other hand, although doubtful, sees this as an opportunity to learn more about the fallen star and how it can lead to their salvation.

The goliath hunter who returned to the camp reveals they saw a group of ice trolls capture a strange creature with a hippopotamus-like head and odd clothes and dragged it off to their cave. Other Thuunlakalaga hunters have set camp near the cave entrance, waiting for Old Goat's decision as to whether it's worth risking their lives to save the strange being.

KASKUR (KASS-KERR) SPEARSONG THUUNLAKALAGA

Neutral goliath warrior

This headstrong and impetuous goliath leads the clan's hunters. He's grown angry and frustrated at the lack of game in the area, and he resents Old Goat's "poor leadership" for a lack of solutions. He wields a longbow taller than most humans and claims he once felled an elk from a half mile away. He wears little in the way of clothing, even in the driving wind—a feat that's earned him the respect of his fellow hunters.

What They Want. Kaskur has grown tired of Old Goat's personal fears preventing an alliance with the goliaths of Skytower Shelter. He views her as weak and her ideas as outdated, especially when Kugan Windwhisper (Feral-Tongue)—who Kaskur views as even weaker than Old Goat—is involved. He wants to usurp control of the clan for himself.

Words Are Wasted Wind. Kaskur doesn't have a negotiator's tongue; he's terse and speaks his mind without hesitation. Despite this, he's experienced and knows the area better than any of his peers.



THE CLAN NEEDS HELP

Knowledge of the fallen star is too great an advantage for Old Goat to ignore, however with their numbers thinning; she can't risk the lives of her hunters so easily. Old Goat asks the characters to meet up with the Thuunlakalaga hunters near the ice troll cave, and to save the strange creature.

The hunter who delivered the news is tired and exhausted. She instead asks the characters to take along Nararhak Tree-Eye, who is deeply knowledgeable about the land and can guide them to the ice trolls' cave (see **handout 1**).

NARARHAK (NA-RUHR-UCK)

TREE-EYE THUUNLAKALAGA

Lawful neutral goliath druid

Nararhak was orphaned at birth during a raid by another clan. Though they were spared, the violent circumstances of their birth damaged Nararhak's left leg, leaving them slow and clumsy when without a crutch. Rikuur Hideminder took the child in and raised them in the ways of storytelling and nature.

When not with the rest of Souljoined (Grakal Dawnbearer and Thugeo Goatchaser), Nararhak tends to be very apprehensive and cautious in their interactions, having suffered a great deal of bullying in the past. They're wary of outright strangers.

The name "Tree-Eye" comes from Nararhak's heterochromatic eyes, their right is a brown, barky color and the left is the color of deep-green leaves. Nararhak is always chewing on something. If they start speaking while overly excited, small bits of spittle tend to spray from their mouth.

What They Want. To know more. Nararhak is always ready to hear another tale or read another story or learn another language. When sharing the stories and history of the clan, few hold up to Nararhak's narrations.

Brains of the Operation. Few in the clan know more about the different flora, fauna, and sacred places than Nararhak does. Even Old Goat seeks advice from Nararhak from time to time.

OGOLAI (OH-GO-LIE) ORCSPLITTER

"OLD GOAT" THUUNLAKALAGA

Lawful neutral goliath warrior

The chieftain of the Thuunlakalaga goliaths is an elderly goliath with a heavily scarred face. She dresses plainly in goat hide clothing and carries an immense greataxe fashioned from white dragon bone. She has a crippling fear of griffons stemming from a childhood trauma that's created tensions between her clan and the Akannathi goliaths of Skytower Shelter (see *Icwind Dale: Rime of the Frostmaiden*).

What They Want. Old Goat's first priority is the safety and prosperity of her clan—especially in these unusual and trying times. She's quick to stymie dissent, particularly from Kaskur Spearsong. She fears his disagreements will turn violent, but does everything within her power to delay this apparent inevitability for as long as possible.

Done It, Seen It; but the End Is Nigh. Old Goat has been around a long time and seen many things. This experience lends her a tremendous amount of wisdom to draw on when making decisions. However, she's getting old and refuses to surrender the yoke of leadership until a worthy (equally wise) replacement is found. If it weren't for his sharp tongue, Old Goat would've offered Kaskur the mantle of leadership years ago. However, she fears what the clan would become under his leadership.

A COLD MEAL

Estimated Duration: 45 minutes

HUNTER'S CAMP

Themes: Tension, do-or-die.

Together with Nararhak Tree-Eye, the characters arrive at the camp where **Thuunlakalaga hunters** (see **handout 1**) equal to the number of players minus one are waiting for them. The camp is located behind a large, snow-covered rock formation near the ice trolls' cave. It's the perfect spot to track activities within the area. As a DM, if you decide sidekicks are necessary in this adventure, each character is allowed one sidekick each.

STORY OBJECTIVE A

Defeating the ice trolls is **Story Objective A**.

ICE TROLL CAVE

At the foot of a mountain, the entrance to the cave is visible. When the characters enter the cave, read the following:

The path inside quickly turns to reveal a cramped space occupied by ice trolls. On the other side of the room is a half-frozen, 7-foot-tall humanoid with a hippopotamus-like head.

AREA INFORMATION

The area (see the **Ice Troll Cave map** in **appendix A**) has the following features:

Dimensions and Terrain. From the entrance, the 10-foot-wide path winds until it reaches an irregularly shaped chamber with a 15-foot-high ceiling coated with 3-foot-long **icicles**. The ground is also covered by 2-foot-deep blanket of snow, even inside the cave—creating difficult terrain for Small or smaller creatures. Lastly, there are two Medium humanoid skeletons protruding from the snow that practitioners of necromancy might find useful.

Light. The cave is dark except for a flashing red light at the far side of the cave.

Temperature. The temperature is quickly dropping as strong winds invade the cave. It's safe to say a snowstorm, no, a blizzard is imminent.



Smells and Sounds. A faint smell of smokepowder comes from the ice trolls' captive. The crunch of ice and snow can be heard while the ice trolls prepare their meal.

Icicles. Particularly loud noises—such as from spells, shouting, or the sounds of combat—have a 25 percent chance of dislodging an icicle, which falls on a random creature who must then make a successful DC 14 Dexterity saving throw or take 10 (3d6) piercing damage.



BLUE SLIME

Hazard

This acidic slime is adapted to the harsh weather of Icewind Dale and devours flesh, organic material, and metal on contact. Bright blue, wet, and sticky, it clings to walls and ceilings in patches.

A patch of blue slime covers a 5-foot square, has blindsight out to a range of 30 feet, and drops from walls and ceilings when it detects movement below it. Beyond that, it has no ability to move. A creature aware of the slime's presence can avoid being struck by it with a successful DC 10 Dexterity saving throw. Otherwise, the slime can't be avoided as it drops.

A creature that comes into contact with blue slime takes 5 (1d10) acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, blue slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals fire or radiant damage destroys a patch of blue slime.

CREATURE INFORMATION

Two **ice trolls** are poking the half-frozen **giff** on the ground with large icicles while they decide on the best way to eat it.

Once the trolls notice the characters, if the opportunity presents itself, they block the entrance to the cave in the hopes of a securing a second course for their pending meal. Both trolls fight to the death.

DEVELOPMENT

The **giff** (who feebly introduces himself as Lieutenant—pronounced “Leftenant”—Prook) is weak and exhausted. A successful DC 14 Wisdom (Medicine) check determines that Lieutenant Prook has five levels of exhaustion.

As the characters prepare to leave the cave, a deadly blizzard arrives; travelling back to Wyrmdoom Crag isn't the best idea for the time being.

TREASURE

A few gems and coin pouches left by dead adventurers are hidden under the snow inside the cave and can be found by any character who makes a successful DC 16 Intelligence (Investigation) check.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this scene:

Very Weak: Remove one **ice troll**.

Weak: The **ice trolls** make only two claw attacks with Multiattack.

Strong: The **ice trolls** have 160 hit points.

Very Strong: On initiative count 20 (losing ties), blue slime (see above) falls on two random characters.

THERE'S NO "ME" IN HIPPOPOTAM-"US"

Estimated Duration: 60 minutes

ICE TROLL CAVE ENCORE

Themes: Survival, foraging.

It becomes quickly apparent that the blizzard raging outside is likely to last days.

STORY OBJECTIVE B

Saving Lieutenant Prook is **Story Objective B**.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. Within minutes, the snow outside the cave has become thicker and is now 4 feet high. Travelling by land is extremely difficult.

Light. The only light in the cave is the flashing red light on the **satchel** slung over the giff's shoulder.

Weather. See the **Blizzard** sidebar for more information. Additionally, for every hour a character is exposed to this magical weather, they must make a successful DC 15 Constitution saving throw or gain a level of exhaustion. Characters who aren't wearing cold weather gear make this check with disadvantage.

CREATURE INFORMATION

Lieutenant Prook, the **giff** the characters saved, currently has five levels of exhaustion. Exposing him to the blizzard outside will likely kill him.

HOW TO SURVIVE

The characters, together with Nararhak and the goliath hunters are stuck in the cave during the blizzard. Every day, they need to make sure they're well supplied; a character who goes a day without food, water, and warmth, gains a level of exhaustion.

Food and Water. A Small or Medium creature needs 1 pound of food and 1 gallon of water per day. Rations and spells such as *goodberry* can address this problem. Character can forage outside the cave for an hour to find food, such as small game or edible plants. A character who makes a successful DC 14 Wisdom (Survival) check finds enough food and water to sustain themselves and a number of additional Small or Medium creatures equal to their Wisdom modifier for one day.

Warmth. Characters who search the area surrounding the cave for an hour can attempt a DC 14 Wisdom (Perception) check. If successful, the character gathers enough dry wood from a nearby narra tree to provide warmth for one day.

Reward creativity by awarding inspiration to players who devise clever ways to survive the blizzard.

BLIZZARD

Weather

A blizzard's howling limits hearing to a range of 100 feet and imposes disadvantage on ranged attack rolls. It also imposes disadvantage on Wisdom (Perception) checks that rely on hearing. The wind extinguishes open flames, disperses fog, erases tracks in the snow, and makes flying by nonmagical means nearly impossible. A creature falls at the end of its turn if it's flying by nonmagical means and can't hover.

Visibility in a blizzard is reduced to 30 feet. Creatures without goggles or other eye protection have disadvantage on Wisdom (Perception) checks that rely on sight due to blowing snow.

Any creature concentrating on a spell in a blizzard must make a successful DC 10 Constitution saving throw at the end of its turn or lose its concentration on the spell unless the creature is sheltered against the elements (for example, in an igloo).

Veering Off Course. It's easy to veer off course while traveling through a blizzard and for party members to become separated from one another, which is why the wisest course of action is to stay put and wait out the blizzard.

If the characters travel during a blizzard, have the players designate one party member as the navigator. At the end of each hour of travel through the blizzard, the DM makes a DC 15 Wisdom (Survival) check on behalf of the navigator. On a success, the party stays on course. On a failure, the party wanders off course, bringing them no closer to their destination. If the check fails by 5 or more and the party members aren't tied together, a random party member becomes separated from the others.

If the group tries to reunite with its missing member, have the party members (including the missing one) make a DC 15 Wisdom (Survival) **group** check at the end of each hour. On a success, the missing party member is found, but no progress is made toward reaching the group's intended destination that hour. The group check can be repeated after each hour spent searching for the missing party member.

HERB TEA 33-ALPHA

A character who makes a successful DC 15 Wisdom (Medicine) check finds out that long rest and casting spells like *greater restoration* on Lieutenant Prook isn't enough to remove his levels of exhaustion by itself—the giff's anatomy works a bit differently. Once the characters realize this, Lieutenant Prook does his best to point at his satchel and into the inside pocket where small pieces of paper written with instructions in Common are placed. With a dreadful sting on his throat making it difficult for him to speak, the giff asks the characters to look at the paper labeled “*Emergency Protocol 33-Alpha*.”

Read or paraphrase the following:

Emergency Protocol 33-Alpha: “In the case I become afflicted by an extreme condition and get exhausted, make me drink Herb Tea 33-Alpha before administering medicine or restoration spells.”

The paper lists the instructions for preparing Herb Tea 33-Alpha—a mixture of elderberries, elderflower, chamomile, rose hips, astragalus, and echinacea wrapped in thin paper and steeped in hot water for 20 minutes.

Once the ingredients have been gathered, a character who makes a successful DC 14 Wisdom (Medicine)

check follows the instructions to brew Herb Tea 33-Alpha correctly. Failure means the tea has no effect; the ingredients are wasted and another batch of ingredients is needed to make the tea again. Characters proficient with herbalism kits make this check with advantage.

If given the instructions, Nararhak provides information on where to find most of the herbs.

No sensible person would go out in this weather. However, in order to remove Lieutenant Prook's exhaustion, the characters must find the ingredients to make Herb Tea 33-Alpha.

TIME CHECK

Since this part of the adventure should only take 1 hour to complete, you can use the suggestion below on how to approach this encounter and make sure you and your players finish on time.

Convince the Hunters. The Thuunlakalaga goliaths, especially Nararhak, know their numbers are shrinking and can't risk their lives so freely. However, a character who makes a successful DC 14 Charisma (Intimidation or Persuasion) check backed up by a convincing argument can bring the goliath hunters along to search for some of the herbs, which they do successfully. The characters can then focus on doing one or two of the encounters below, depending on the time you have available.

AI. CHAMOMILE AND ECHINACEA

Nararhak has heard of an apothecary living in a cave, two hours south of the party's current location. The apothecary can be identified by their especially thick winter clothes and a cracked dragon mask made of jade. Nararhak advises the characters to take food or the ice trolls' hearts to trade for the herbs they need.

Creature Information. Following Nararhak's directions, they spot a small cave with a campfire. Inside is a 6-foot-tall creature who introduces themselves as Butiki (Butiki is actually three **Icewind kobolds** sitting on one another's shoulders wearing a long, heavy coat). Butiki doesn't sell their wares for coin, but happily barter for them. In exchange for at least ten days' rations, they'll trade a handful of chamomile or echinacea. They'll also accept the heart of a “biiiiiig” monster—like an ice troll.

BUTIKI (BU-TIH-KI) THE APOTHECARY

Neutral kobold alchemist

Butiki is actually a persona cultivated by three kobolds—Bubu, Tirr, and Kiki, who disguise themselves as a clumsy human wearing bulky cold weather clothing and a cracked jade mask carved to resemble a dragon's face. Most of the potions and herbs they sell are stored in the inside pockets of their clothes. If questioned, Butiki says they're human, but a character with a passive Wisdom (Insight or Medicine) score of 15 or higher detects something odd about their physiology. If confronted about it, they reveal their true nature.

What They Want. Butiki has no need for money since there's nowhere to spend it in this area. Instead, they search for monster parts or herbs they can use to trade for other goods. Butiki loves to eat, especially delicacies that aren't from Icewind Dale.

Followers of a Hag. Another reason why Butiki searches for monster parts and herbs is to give them to their master, a powerful hag, who can use them to craft potions and spells.



Butiki also possesses a satchel containing fresh blueberries they're willing to part with—noting that “They're quite rare and may be useful in soothing savage beasts like wolves! Lots of wolves in Icewind Dale.” Such a treat costs a bit more, however, twenty days' rations!

Once an agreement is reached, Butiki extends a disproportionately small, gloved hand to seal the deal, while a second arm emerges from the coat and hands over the herbs to the characters.

A2. ELDERBERRY, ELDERFLOWER, AND ROSE HIPS

About five days ago, a merchant caravan laden with food and spices was abandoned in a nearby pass after being attacked by animals—something Nararhak knows. While they can't be sure the herbs the characters seek are still there, it may be worth taking a look. The site is an hour west of the cave.

Upon arriving at the crash site, the characters must make a DC 14 Wisdom (Perception) **group** check. If successful, they find a small wooden crate packed with jars full of herbs and spices buried in the snow. Some jars bear labels (in Common) indicating they contain dried elderberries, elderflower, and rose hips.

A character who investigates the jars and makes a successful DC 15 Intelligence (Nature) check realizes some jars are mislabeled—the jar labeled “Rose Hips” actually contains tiny dried tomatoes, while the jars labeled “Tomatoes” contains the rose hips.

A3. ASTRAGALUS

Nararhak heard a rumor about an increase of tiny elementals called **chwingas** in the area, who plucked all the astragalus until there was nothing left. The characters' best chance to find this herb is to attract one of the elementals by making an interesting pile of trinkets and other items as an offering.

When the characters return to the cave after searching for the other herbs, or if they wait until nighttime after making an offering, a corrupted chwinga with two bundles of dried astragalus roots tied to its back sneaks inside the cave and tries to steal from the pile of trinkets or pieces of the goliath hunters' gear like arrow tips, trinkets, fishhooks, etc.

Characters with a passive Wisdom (Perception) score of 17 or higher or who make a successful DC 17 Wisdom (Perception) check notice the chwinga. Capturing the chwinga can be tricky, though. If pursued, it uses its Natural Shelter ability to hide inside a large boulder in the cave. The chwinga can be forced out by destroying the boulder, which has AC 17, 27 hit points and immunity to poison and psychic damage. Alternately, the chwinga can be coaxed out with a successful DC 15 Charisma (Persuasion) check. A character who offers a suitably interesting gift makes this check with advantage. In either case, it drops the astragalus it's carrying. If the characters forced it out of hiding, the chwinga flees the cave, but if it was coaxed out, it skips over to the fire and mimics the act of warming itself (rubbing its hands together and extending them palm out toward the fire, etc.).

If the characters manage to befriend the chwinga and allow it to remain by the fire for at least half of a day, the elemental is cured of its corruption and uses its Magical Gift ability to bless a random character with a *charm of the ice troll* (see below).

CHARM OF THE ICE TROLL

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

DEVELOPMENT

Once the ingredients have been gathered, the characters can brew Herb Tea 33-Alpha, and administer it to Lieutenant Prook—making it possible to cure his exhaustion through rest and spells like *greater restoration*.

LIEUTENANT PROOK (LEF-TEN-ANT PUH ROOK)

Lawful neutral giff interstellar mercenary

Lieutenant Prook (he pronounces lieutenant as “leftenant” and prefers to be addressed as such) once commanded a brigade of hippopotamus-headed giff mercenaries, but his entire unit was captured by neogi slavers. Of them, he's the sole survivor. The neogi ship recently crashed in Icewind Dale while pursuing the *Id Ascendant*—an illithid nautiloid piloted by gnomish ceremorphs. In the chaos, Lieutenant Prook managed to escape, but underestimated the cold.

What They Want. While Lieutenant Prook's immediate goals are survival and recovery. Once out of the woods, he plans to find a way to exact his revenge on the neogi who enslaved him and killed his unit.

Gruff and No-Nonsense. Lieutenant Prook doesn't waste time on pomp and circumstance; he focuses on his goals with laser precision and those who question his orders (yes, orders) or methods are quick to earn a scathing admonishment. To that end, however, he's loyal and honorable without apology. He would throw down his life to save those he considers allies.

During their time spent in the cave, the characters learn that Lieutenant Prook recently escaped captivity at the hands of creatures called neogi—cruel slavers who travel across the planes on a deathspider (which he describes as a type of magic flying ship) called the *Er'lor Fezrrega'l*. If Nararhak or the characters mention the falling star, he's unsure what they're referring to, assuming it to be the deathspider.

He's willing (though a bit reluctant) to show the characters where the *Er'lor Fezrrega'l* is once he's sufficiently recovered.

The day after all Lieutenant Prook's exhaustion levels are removed, the blizzard ends.

TREASURE

For helping Lieutenant Prook survive, he takes a *chime of opening* from his satchel and gives it to the characters.

GIFF AND NEOGI

Giff are spacefaring humanoid mercenaries best known for their martial training and love of explosives. Neogi on the other hand, are aberrations that love to conquer other worlds and enslave their peoples.

Both creatures travel to different worlds and planes using magic ships and aren't usually found in Faerûn and other continents. You can learn more about giff and neogi by reading *Mordenkainen's Tome of Foes* and *Volo's Guide to Monsters*, respectively.

DESPERATE TIMES, DESPERATE MEASURES

Estimated Duration: 60 minutes

SNOWY PLAINS

Themes: Wilderness, bizarre.

With the blizzard gone and Lieutenant Prook healthy enough to travel, he takes the characters west, toward the location of the neogi ship, the *Er'lor Fezrrega'l*.

STORY OBJECTIVE C

Traversing the wilds of Icewind Dale is **Story Objective C**.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. The characters arrive at a tundra covered in snow. What little plant life was present is now covered in ice. All the water sources the characters pass are frozen solid. Continuing west and traversing this area will bring the characters to the snowy mountains where the neogi ship is located.

Weather. Clear, the blizzard has passed.

Light. The nights in Icewind Dale are long (especially during the grip of the Everlasting Rime) and the utter darkness is broken only by a few hours of dim twilight—usually between late morning and early evening—and the auroras that streak across the sky.

LIGHTING IN ICEWIND DALE

Unless otherwise noted, daytime hours provide dim light outdoors, while nighttime hours are dark. The permanent dusk of Auril's curse makes the promise of sunlight seem a teasing possibility, but the sun never breaks the horizon.

Smells and Sounds. The cool, crisp air stings the noses of those who inhale it. With the wind magically changing directions, the sound it produces is like a wailing beast.

CREATURE INFORMATION

The characters spot an awakened **mammoth** trying to break a frozen tree with its tusks to get at the fruit. In addition, three **winter wolves**—opportunistic allies of the mammoth—are blending in with the snow nearby. Characters with a passive Wisdom (Perception) score of 14 or lower are surprised as they leap from hiding and attack.

Shards of the blue crystal fall to the ground and the mammoth pushes air through its trunk to make a loud, intimidating trumpeting. Angry, scared, and hungry, the beast utters a single word in Common while the freezing wind spreads throughout the surrounding area, "Kill."





BLUE CRYSTAL

The mammoth found the crystal and intended to deliver it to Feral-Tongue. The crystal has the following effects if shattered:

Freezing Wind. In a 1-mile radius, centered on the location where the crystal was destroyed, magical wind materializes that freezes anyone in it. This effect lasts for 1 minute or until the mammoth is defeated. The wind imposes disadvantage on ranged attack rolls and Wisdom (Perception) checks.

When a creature enters the area for the first time or starts its turn within the freezing wind, it must make a DC 14 Constitution saving throw as its body becomes covered in ice. On a failed save, the creature takes 11 (2d10) cold damage and is restrained until it takes bludgeoning damage. On a successful save, the creature takes half as much damage and isn't restrained. A creature immune to cold damage automatically succeeds on the saving throw. A restrained creature can make a DC 15 Strength (Athletics) check as an action to break free from the ice. On a success, it frees itself and is no longer restrained. A creature that isn't restrained can use its action to attempt the check to free another creature within reach.

Auroral Aura. When the mammoth destroys the blue crystal, a bubble of blue light envelops a 20-foot-radius area around it, protecting any creature inside from the freezing wind. On initiative count 0 (losing ties), the radius of the bubble shrinks by 5 feet as its protective effect fades.

The mammoth ended up here after fleeing the chaos of Feral-Tongue's—the druid who awakened it—defeat, and the events of DDEP10-01 *Terror in Ten-Towns*.

Wrapped around the mammoth's trunk is a blue crystal that can draw on the Frostmaiden's magic for a short period of time. As soon as the mammoth sees the characters, it crushes the crystal out of panic. Being a Huge beast with no herd and no place to hide, the mammoth succumbs to a kill-or-be-killed mentality. A character who makes a successful DC 13 Wisdom (Animal Handling or Insight) check quickly realizes this.

Playing the Pillars. You can make use of the following suggestions when running this encounter:

Combat. The characters start combat at least 40 feet away from the mammoth. To protect themselves from the freezing wind, the characters can get inside the mammoth's bubble, which shrinks every round. The wolves prioritize knocking the characters prone outside the bubble, hoping to let the crystal's freezing wind take care of them.

Exploration. The freezing wind stretches for 1 mile in all directions. Running away from the encounter isn't recommended.

Social. Characters who offer food such as rations to a winter wolf can make a DC 14 Charisma (Persuasion) check as an action to de-escalate the situation. A character who smells like blueberries makes this check with advantage. On a success, the character convinces that wolf to ally itself with the characters against the mammoth.

THE ER'LIR FEZRREGA'L

Estimated Duration: 60 minutes

TWIN MOUNTAINS

Themes: Discovery, extraterrestrial.

Continuing west, the characters arrive at the foot of a pair of mountains. Lieutenant Prook tells everyone the neogi ship is nestled somewhere within the valley.

STORY OBJECTIVE D

Locating and scouting out the deathspider is **Story Objective D**.

AREA INFORMATION

In addition to the features noted in the encounters below, the twin mountains have the following general features:

Dimensions and Terrain. The two mountains possess a certain symmetry and greatly resemble a pair of massive fangs. Both peaks pierce a blanket of clouds, while their craggy surfaces are buried deep in snow. There are many hidden paths around the mountains and even toward the valley. However, imminent danger follows those who are foolish enough to traverse them.

Light. The nights in Icedwind Dale are long (especially during the grip of the Everlasting Rime) and the utter darkness is broken only by a few hours of dim twilight—usually between late morning and early evening—and the auroras that streak across the sky.

Weather. The weather is **extremely cold**.

EXTREME COLD

Weather

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must make a successful DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

CREATURE INFORMATION

Lieutenant Prook advises the characters to reconnoiter the area surrounding the ship. He wants to take revenge on the neogi who captured him and killed his crew, but on the

verge of exhaustion again, he knows he'd be a liability and might endanger his newfound allies. Instead, he requests the characters to gather information about the ship, the best path toward it, and how many enemies are there. If one or more characters really want Lieutenant Prook to join them, they can convince him to with a successful DC 17 Charisma (Persuasion) check.

Reality also hits Nararhak and the other Thuunlakalaga hunters. They know they can't risk losing their lives here, especially when they're up against something unknown. They insist they'll return to Wyrmdoom Crag and report everything that's happened so far to Old Goat. They're willing to take Lieutenant Prook with them, which he agrees to.

Once the characters are done scouting the area and getting information about the neogi ship, they can all meet up at Wyrmdoom Crag to formulate a plan.

Before leaving, Lieutenant Prook draws a map in the snow to help the characters strategize the best way to approach the neogi ship's location. The characters should choose with route to take, which determines what creatures they encounter along the way. Alternatively, you can choose an encounter or roll on the table, below:

NEOGI PATROL ENCOUNTER TABLE

d6	Encounter
1	E1. Straight into the Valley
2	E2. East Mountain Outer Path
3	E3. West Mountain Outer Path
4	E4. Into the Cave
5	E5. West Mountain Peak
6	E6. East Mountain Peak

Most creatures in this part of the adventure are charmed by the neogi to follow their orders. To ensure the enslaved creatures can't escape their control, the neogi use a *sek'reg insulator*, see below.

SEK'REG INSULATOR

Normally, charmed creatures can attempt another saving throw to end the charm effect if damaged. However, the neogi aboard the *Er'lir Fezrrega'l* use a device called a *sek'reg insulator*—a potent magical machine that removes their victims' ability to shake off the charm effect if injured.

TREASURE

Regardless which path the characters take, the encounter yields a small blue capsule that contains a *potion of climbing*. This treasure is only found once, no matter how many encounters are used.

E1. STRAIGHT INTO THE VALLEY

This is the shortest route to the neogi ship's location, but also the most heavily guarded.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. The thin snow on the path toward the valley makes it easy to traverse. After a few miles, the path broadens to 40 feet wide. A character who makes a successful DC 15 Intelligence (Investigation) check, notices a group of jagged rocks along the east side of the path that could provide cover on their way to the valley, helping bypass the frost giants guarding the area. Since the jagged rocks aren't very tall, the characters must still make a successful DC 17 Dexterity (Stealth) **group** check to avoid a combat encounter. On a failure, one or more characters make a noise that triggers an avalanche 200 feet above the characters. See the **Avalanche** sidebar, below. The giants also notice the characters and attack them.

Light. The stormy sky only provides dim light.

Smells and Sounds. The area's geometry causes nearby sound to echo loudly toward the valley. There's also the smell of large game being roasted nearby.

AVALANCHE

Hazard

An avalanche is a mass of snow and debris falling rapidly down a mountainside. A typical avalanche is 300 feet wide, 150 feet long, and 30 feet thick. Creatures in the path of an avalanche can avoid it or escape it if they're close to its edge, but outrunning one is almost impossible.

When an avalanche occurs, all nearby creatures must roll initiative. Twice each round, on initiative counts 10 and 0 (losing ties), the avalanche travels 300 feet until it can travel no more. When an avalanche moves, any creature in its space moves along with it and falls prone, and the creature must make a DC 15 Strength saving throw, taking 5 (1d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

When an avalanche stops, the snow and other debris settle and bury creatures in it. A creature buried this way is blinded, restrained, and has total cover. The creature gains one level of exhaustion for every 5 minutes it spends buried. It can try to dig itself free as an action, breaking the surface and ending the blinded and restrained conditions on itself with a successful DC 15 Strength (Athletics) check. A creature that fails this check three times can't attempt to dig itself out again.

A creature that isn't restrained or incapacitated can spend 1 minute freeing a buried creature. Once free, that creature is no longer blinded or restrained by the avalanche.

CREATURE INFORMATION

Two **frost giant servants** guard the path toward the valley while a **frost giant** sits nearby, roasting a recently caught winter wolf.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this scene:

Very Weak: Replace one **frost giant** with one **frost giant servant**.

Weak: Remove one **frost giant servant**.

Strong: No changes.

Very Strong: Add one **frost giant servant**.

The giants were on their way to Jarlmoot, west of Ten-Towns, to pay their respects to their ancestors before they were captured and charmed by the neogi.

E2. EAST MOUNTAIN OUTER PATH

It takes six hours to go around the east mountain and reach the valley from the other side.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. The snow is at least 4 feet high, making it difficult terrain for Medium or smaller creatures. After five hours' travel, the path widens.

Weather. The weather is extremely cold. See the **extreme cold** sidebar, above.

Smells and Sounds. There are large piles of dung covered in snow. A character who makes a successful DC 14 Intelligence (Nature) check determines that the piles of muck were left by a mix of humanoids and bears. When the characters start to travel on this path, a loud, intimidating bear growl can be heard in the distance.

CREATURE INFORMATION

Two hulking **goliath werebears** in hybrid form are sparring with one another when the characters arrive.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this scene:

Very Weak: The **goliath werebears** fight in their humanoid forms.

Weak: The **goliath werebears** only have 100 hit points.

Strong: Add one **goliath werebear**.

Very Strong: Add two **goliath werebears**.

These goliaths received Oyaminartok the Winter Walker's curse after being judged to have pure hearts. The goliaths were once gentle and kind, but the neogi have driven them to kill any living creature they see. The sight of fire scares the werebears; they avoid foes that wield fire—attacking them last, if possible.



OYAMINARTOK THE WINTER WALKER

Goliath legends speak of a creature that prowls the far reaches of Icewind Dale, Oyaminartok the Winter Walker. Elders invoke her name to keep young goliaths from wandering too far from home before they're ready. Adult goliaths sometimes encounter this legendary individual in their travels to the far-flung corners of the Dale. If they flee like cowards, Oyaminartok laughs and lets them go to wander in obscurity. If they challenge Oyaminartok to a fight, the Winter Walker smiles and tests their mettle. Those who impress her with their fighting skills are bitten and become goliath werewolves themselves. Contrary to myth, Oyaminartok isn't a monster, but a force of good in the region, and she passes her curse only to goliaths whose hearts are pure.

E3. WEST MOUNTAIN OUTER PATH

The outer path on the west mountain has the same terrain and weather as area E2.

AREA INFORMATION

The area has the following features:

Smells and Sounds. Rotting carcasses half-buried in the snow leave a foul smell in the area. It's eerily quiet.

CREATURE INFORMATION

A **hydra** is hidden under a sheet of snow in front of the characters and attacks them as soon as they're within its range. Any character with a passive Wisdom (Perception) score of 15 or lower is surprised. This gluttonous creature traveled north in search for food until it was captured by the neogi. Even though it's charmed, the neogi are still wary of it. They can only prevent the creature from eating them, that's why it was stationed far from the valley.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this scene:

Very Weak: The **hydra** begins with three heads.

Weak: The **hydra** only has 140 hit points.

Strong: The **hydra** has 255 hit points.

Very Strong: The **hydra** begins with seven heads.

E4. INTO THE CAVE

When Lieutenant Prook escaped from the neogi ship, he discovered a hidden cave entrance somewhere at the foot of the western mountain. Instead of hiding there, the giff continued running to get as much distance as possible from his alien captors. Lieutenant Prook believes the cave probably has an exit somewhere near the valley and that it's worth checking out.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. The pathway inside the cave is tight and the ceiling is low. After a few miles, the cave widens into a 40-foot-square chamber.

Light. It's completely dark with no light sources.

Smells and Sounds. The smell of rotting corpses. Giggles and noises of raw flesh being chewed echo around the cave.

CREATURE INFORMATION

Five **kobold vampire spawn** are gathered around a half-eaten goliath corpse. Their hungry faces, especially their snouts, are all covered in blood. From the looks of it, the goliath was another of the missing hunters. The neogi aren't aware these vampires are living nearby, but the kobold vampires, however, know the neogi enslave the minds of their captives.

The neogi have been stealing the vampires' prey ever since they arrived. A character who makes a successful DC 15 Wisdom (Insight) check determines that the vampires are starving; it looks as if this is the first meal they've eaten in some time. A successful DC 17 Charisma (Persuasion) check convinces the vampires to stop attacking and let the characters pass, if they promise to deal with the unusual creatures nearby (which the kobolds refer to as "spiderlings").

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this scene:

Very Weak: Remove two **kobold vampire spawn**.

Weak: Remove one **kobold vampire spawn**.

Strong: Add one **kobold vampire spawn**.

Very Strong: Add two **kobold vampire spawn** with 54 hit points.

E5. WEST MOUNTAIN PEAK

The neogi wouldn't expect enemies coming from the mountain peak, at least that's what Lieutenant Prook thinks. It's the best vantage point for the characters once they descend below the clouds. However, it takes a half day for the characters to reach the peak of the western mountain.



AREA INFORMATION

The area has the following features:

Dimensions and Terrain. The steep incline combined with the thick snow makes the area difficult terrain for Medium or smaller creatures.

Weather. The weather is extremely cold. See the **extreme cold** sidebar, above. Strong winds around the area impose disadvantage on ranged attack rolls and Wisdom (Perception) checks that rely on hearing.

Sounds. Continuous howling from the strong winds.

CREATURE INFORMATION

Taking the form of a greatsword, a **living blade of disaster** has seemingly been plunged into a boulder. The visible portion of the blade looks like a window to space, with blinking stars shifting slowly in different directions. Three sluggish, green tentacles protrude from one end of the blade, acting as its guard and grip. Beneath the greatsword, the boulder is inscribed with the following in Draconic:

“Living subject #42: All our wizards failed. Who is worthy enough to wield it and receive power from the faraway realm?”

The living spell attacks any creature that attempts to remove it from the stone. A character who makes a successful DC 18 Intelligence (Arcana) check identifies the greatsword as a living spell—not a magical weapon. The living blade has a strong aura of conjuration magic, which a *detect magic* spell picks up on.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this scene:

Very Weak or Weak: No changes.

Strong: The **living blade of disaster** has 90 hit points.

Very Strong: Add one **living blade of disaster** that looks like a longsword.

E6. EAST MOUNTAIN PEAK

This might be the most difficult, but most epic, combat encounter the characters can face in this adventure.

It also takes a half day for the characters to reach the peak of the eastern mountain. This encounter has the same area information as the west mountain.

CREATURE INFORMATION

Lakasamihan, a **young white dragon** under the neogi’s control, descends from the sky and attacks the characters as soon as they reach the eastern mountain’s peak.

LAKASAMIHAN (LOCK-US-AH-MEE-HAN), THE EASTERN WIND

Chaotic evil dragon

Lakasamihan came from the Spine of the World’s eastern mountains, traveling to Icewind Dale in search of a new home. Lakasamihan loves to hunt flying creatures and the feel of warm blood in her mouth while flying in freezing winds.

What They Want. Lakasamihan recently laid an egg at her old lair. With little game in the area, she started searching for a new home. She found the valley between these mountains to be a perfect place for her and her soon-to-be-born child, however it’s currently occupied by the neogi and their ship.

Servant of the Neogi. Lakasamihan challenged the neogi, but their alien technology and numbers overwhelmed the young dragon. Since her capture, the dragon now protects her new masters from on high.

DEVELOPMENT

When the characters arrive, they finally get to see the *Er’lir Fezrrega’l*; a large, deathspider-class spaceship that’s the neogi’s pride and joy. The spaceship is designed to resemble a massive spider constructed from strange, shiny metal. Judging by its size, it could easily transport one hundred people. Eight metal poles shaped like spider legs extend from the front of the ship, with webbed metal strings attached to some, acting as a strange sail.

Warning signs in Deep Speech are engraved on different parts of the ship. Lastly, glassy, red-tinted windows are placed at the front and rear of the deathspider.

Dozens of creatures mill about outside the ship, carrying crates and unusual containers on strange, floating skips. One by one, they file into a cavern at the far side of the ship. A container falls unnoticed off the last skip, burying itself in the snow.

Before the characters can approach, read or paraphrase:

Energy from the deathspider crashes over you like a wave, followed by a burst of hot air that blows snow in your faces.

The craft rises from the ground and hovers, flickering with flashes of multicolored light. Silhouettes of several odd, spiderlike creatures are visible through the crimson glass at the front of what is presumably the ship's helm.

The deathspider increases altitude and disappears into the stormy clouds above.

TREASURE

If the characters investigate the fallen transport crate, they find it contains a *prosthetic limb* and two egg-shaped capsules that contain *potions of greater healing*.

WRAP-UP: WHERE TO NOW?

Once the *Er'lor Fezrrega'l* leaves, the entrance to the cavern behind it is revealed. The characters are left with two choices—no matter which option they choose, the characters earn the **Captured Goliaths** story award:

Venture into the Ruins. Fresh footprints of different creatures head toward the cavern entrance. Some of these footprints are like those of a giant spider. The adventure continues in DDAL10-07 *Into Darkness*.

Return to Wyrmdoom Crag. Upon arriving at Wyrmdoom Crag, the characters discover Nararhak and the others, including Lieutenant Prook, haven't returned yet. The characters quickly learn that Kaskur—having finally grown tired of Old Goat's stubbornness—left Wyrmdoom Crag together with the hunters loyal to him. Because of this, Old Goat doesn't have any hunters spare to assist with search efforts. But just as she agrees to do it herself, even going so far as to fetch her dragon bone-hafted greataxe, one of the goliath hunters and Lieutenant Prook (if he didn't accompany the characters)—weak and injured from the cold—stagger into the settlement.

After being hurried to the small fire, the goliath reveals they were beset upon by umber hulks and strange, spiderlike creatures—which Lieutenant Prook refers to as “neogi.” They managed to escape, but the others, including Nararhak, were captured.



STORY AWARD: CAPTURED GOLIATHS

Nararhak Tree-Eye and some of the goliath hunters you encountered were captured by spiderlike creatures Lieutenant Prook calls “neogi.”

REWARDS

At the **end of the session**, everyone receives rewards based upon their accomplishments:

PLAYER REWARDS

The players earn the following rewards:

ADVANCEMENT

A character participating in this adventure gains one level.

OPTIONAL: DECLINING ADVANCEMENT

Each player can decline advancement if they so choose; this has its benefits. It's possible for a character to advance beyond an adventure's level range, meaning they'd be unable to play an adventure as planned. Similarly, advancing too quickly means a character won't earn as much gold as their peers.

Conversely, remind them that the amount of gold their characters can earn per level is limited; characters declining advancement might reach a point where they no longer earn gold.

GOLD

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

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

MAGIC ITEMS

If found during the adventure, the characters can keep the following magic items, described in **handout 2**:

- *Chime of opening*
- *Potion of climbing*
- *Potion of greater healing*
- *Prosthetic limb*

STORY AWARDS

The characters may earn the following story awards, described in **handout 2**:

Captured Goliaths

DUNGEON MASTER REWARDS

For running this adventure, you earn a DM Reward. See the *Adventurers League Dungeon Master's Guide* for more information.

DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure:

BUTIKI (BU-TIH-KI) THE APOTHECARY

Butiki is actually a persona cultivated by three kobolds—Bubu, Tirr, and Kiki, who disguise themselves as a clumsy human wearing bulky cold weather clothing and a cracked jade mask carved to resemble a dragon's face. Most of the potions and herbs they sell are stored in the inside pockets of their clothes. If questioned, Butiki says they're human, but a character with a passive Wisdom (Insight or Medicine) score of 15 or higher detects something odd about their physiology. If confronted about it, they reveal their true nature.

What They Want. Butiki has no need for money since there's nowhere to spend it in this area. Instead, they search for monster parts or herbs they can use to trade for other goods. Butiki loves to eat, especially delicacies that aren't from Icewind Dale.

Followers of a Hag. Another reason why Butiki searches for monster parts and herbs is to give them to their master, a powerful hag, who can use them to craft potions and spells.

KASKUR (KASS-KERR) SPEARSONG THUUNLAKALAGA

This headstrong and impetuous goliath leads the clan's hunters. He's grown angry and frustrated at the lack of game in the area, and he resents Old Goat's "poor leadership" for a lack of solutions. He wields a longbow taller than most humans and claims he once felled an elk from a half mile away. He wears little in the way of clothing, even in the driving wind—a feat that's earned him the respect of his fellow hunters.

What They Want. Kaskur has grown tired of Old Goat's personal fears preventing an alliance with the goliaths of Skytower Shelter. He views her as weak and her ideas as outdated, especially when Kugan Windwhisper (Feral-Tongue)—who Kaskur views as being even weaker than Old Goat—is involved. He wants to usurp control of the clan for himself.

Words Are Wasted Wind. Kaskur doesn't have a negotiator's tongue; he's terse and speaks his mind without hesitation. Despite this, he's experienced and knows the area better than any of his peers.

LAKASAMIHAN (LOCK-US-AH-MEE-HAN), THE EASTERN WIND

Lakasamihan came from the Spine of the World's eastern mountains, traveling to Icewind Dale in search of a new home. Lakasamihan loves to hunt flying creatures and the feel of warm blood in her mouth while flying in freezing winds.

What They Want. Lakasamihan recently laid an egg at her old lair. With little game in the area, she started searching for a new home. She found the valley between these mountains to be a perfect place for her and her soon-to-be-born child, however it's currently occupied by the neogi and their ship.

Servant of the Neogi. Lakasamihan challenged the neogi, but their alien technology and numbers overwhelmed the young dragon. Since her capture, the dragon now protects her new masters from on high.

NARARHAK (NA-RUHR-UCK) TREE-EYE THUUNLAKALAGA

Nararhak was orphaned at birth during a raid by another clan. Though they were spared, the violent circumstances of their birth damaged Nararhak's left leg, leaving them slow and clumsy when without a crutch. Rikuur Hideminder took the child in and raised them in the ways of storytelling and nature.

When not with the rest of Souljoined (Grakal Dawnbearer and Thugeo Goatchaser), Nararhak tends to be very apprehensive and cautious in their interactions, having suffered a great deal of bullying in the past. They're wary of outright strangers.

The name "Tree-Eye" comes from Nararhak's heterochromatic eyes, their right is a brown, barky color and the left is the color of deep-green leaves. Nararhak is always chewing on something. If they start speaking while overly excited, small bits of spittle tend to spray from their mouth.

What They Want. To know more. Nararhak is always ready to hear another tale or read another story or learn another language. When sharing the stories and history of the clan, few hold up to Nararhak's narrations.

Brains of the Operation. Few in the clan now know more about the different flora, fauna, and sacred places than Nararhak does. Even Old Goat seeks advice from Nararhak from time to time.





OGOLAI (OH-GOH-LIE) ORCSPLITTER “OLD GOAT” THUUNLAKALAGA

The chieftain of the Thuunlakalaga goliaths is an elderly goliath with a heavily scarred face. She dresses plainly in goat hide clothing and carries an immense greataxe fashioned from white dragon bone. She has a crippling fear of griffons stemming from a childhood trauma that’s created tensions between her clan and the Akannathi goliaths of Skytower Shelter (see *Icwind Dale: Rime of the Frostmaiden*).

What They Want. Old Goat’s first priority is the safety and prosperity of her clan—especially in these unusual and trying times. She’s quick to stymie dissent, particularly from Kaskur Spearsong. She fears his disagreements will turn violent, but does everything within her power to delay this apparent inevitability for as long as possible.

Done It, Seen It; but the End Is Nigh. Old Goat has been around a long time and seen many things. This experience lends her a tremendous amount of wisdom to draw on when making decisions. However, she’s getting old and refuses to surrender the yoke of leadership until a worthy (equally wise) replacement is found. If it weren’t for his sharp tongue, Old Goat would’ve offered Kaskur the mantle of leadership years ago. However, she fears what the clan would become under his leadership.

LIEUTENANT PROOK (LEF-TEN-ANT PUH-ROOK)

Lieutenant Prook (he pronounces lieutenant as “leftenant” and prefers to be addressed as such) once commanded a brigade of hippopotamus-headed giff mercenaries, but his entire unit was captured by neogi slavers. Of them, he’s the sole survivor. The neogi ship recently crashed in Icwind Dale while pursuing the *Id Ascendant*—an illithid nautiloid piloted by gnomish ceremorphs. In the chaos, Lieutenant Prook managed to escape, but underestimated the cold.

What They Want. While Lieutenant Prook’s immediate goals are survival and recovery. Once out of the woods, he plans to find a way to exact his revenge on the neogi who enslaved him and killed his unit.

Gruff and No-Nonsense. Lieutenant Prook doesn’t waste time on pomp and circumstance; he focuses on his goals with laser precision and those who question his orders (yes, orders) or methods are quick to earn a scathing admonishment. To that end, however, he’s loyal and honorable without apology. He would throw down his life to save those he considers allies.

CREATURE STATISTICS

The following creatures appear in this adventure:

CHWINGA

Tiny elemental, neutral

Armor Class 15

Hit Points 5 (2d4)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	14 (+2)	16 (+3)	16 (+3)

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

Senses blindsight 60 ft., passive Perception 17

Languages —

Challenge 0 (0 XP)

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

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

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

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

ACTIONS

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

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

FROST GIANT

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +8, Wis +3, Cha +4

Skills Athletics +9, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

FROST GIANT SERVANT

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)	6 (-2)

Skills Perception +2

Damage Immunities cold

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.

GIFF

Medium humanoid (giff), lawful neutral

Armor Class 16 (breastplate)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

Headfirst Charge. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that ends within 5 feet of a Large or smaller creature, that creature must succeed on a DC 14 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

ACTIONS

Multiattack. The giff makes two pistol attacks.

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

Musket. *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Fragmentation Grenade (1/Day). The giff throws a grenade up to 60 feet. Each creature within 20 feet of the grenade's detonation must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one.

GOLIATH WEREBEAR

Medium humanoid (goliath, shapechanger), neutral good

Armor Class 10 in humanoid form, 12 (natural armor) in bear or hybrid form

Hit Points 161 (19d8 + 76)

Speed 30 ft. (40 ft., swim 30 ft. in bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	10 (+0)	15 (+2)	10 (+0)

Skills Athletics +8, Perception +8, Survival +5

Damage Vulnerabilities fire

Damage Resistances cold

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 18

Languages Common, Giant (can't speak in bear form)

Challenge 8 (3,900 XP)

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

Mountain Born. The werebear is acclimated to high altitude, including elevations above 20,000 feet.

Powerful Build (Humanoid Form Only). The werebear counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Shapechanger. The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large polar bear, or back into its goliath form. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The werebear makes two melee attacks.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with werebear lycanthropy, as described in the *Monster Manual*.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

REACTIONS

Stone's Endurance (Recharges after a Short or Long Rest). When the werebear takes damage, it reduces the damage taken by 10 (1d12 + 4).

HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

ICE TROLL

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 115 (10d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	22 (+6)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 8 (3,900 XP)

Cold Aura. While it's alive, the troll generates an aura of bitter cold that fills the area within 10 feet of it. At the start of the troll's turn, all nonmagical flames in the aura are extinguished. Any creature that starts its turn within 10 feet of the troll takes 10 (3d6) cold damage.

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

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) cold damage. If the target takes any of the cold damage, the target must succeed on a DC 15 Constitution saving throw or have disadvantage on its attack rolls until the end of its next turn.

ICEWIND KOBOLD

Small humanoid (kobold), any alignment

Armor Class 14 (hide armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	8 (-1)	8 (-1)

Saving Throws Dex +4, Con +3

Skills Perception +1, Stealth +4, Survival +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +0 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1 (1d6 - 2) piercing damage.

KOBOLD VAMPIRE SPAWN

Small undead, neutral evil

Armor Class 14

Hit Points 39 (6d6 + 18)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	8 (-1)	8 (-1)	8 (-1)

Saving Throws Dex +6, Wis +1

Skills Perception +1, Stealth +6

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 3 (700 XP)

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

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

Unusual Nature. The vampire doesn't require air.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it starts its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage plus 5 (2d4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

LIVING BLADE OF DISASTER

Small construct, chaotic evil

Armor Class 14 (natural armor)

Hit Points 67 (9d6 + 36)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	19 (+4)	6 (-2)	10 (+0)	3 (-4)

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

Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Magic Resistance. The living spell has advantage on saving throws against spells and other magical effects.

Unfettered. The living spell can move through any barrier, even a wall of magical force.

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

ACTIONS

Force Blade. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 26 (4d12) force damage, unless the living spell rolled an 18 or higher on the d20 for the attack, in which case the attack is a critical hit that deals 78 (12d12) force damage instead.

REACTIONS

Preemptive Strike. The living spell makes a melee attack against a creature that starts its turn within 5 feet of the living spell.

MAMMOTH

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 6 (2,300 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

WINTER WOLF

Large monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 50 ft.

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

Skills Perception +5, Stealth +3
Damage Immunities cold
Senses passive Perception 15
Languages Common, Giant, Winter Wolf
Challenge 3 (700 XP)

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

Pack Tactics. The wolf has advantage on 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.

YOUNG WHITE DRAGON

Large dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4
Skills Perception +6, Stealth +3
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 6 (2,300 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

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

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

HANDOUT 1: SIDEKICK STATISTICS

NARARHAK TREE-EYE THUUNLAKALAGA (SPELLCASTER SIDEKICK)

Medium humanoid (goliath), lawful neutral

Armor Class 13 (studded leather)
Hit Points 31 (7d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	15 (+2)	16 (+3)	13 (+1)

Saving Throws Wis +6
Skills Arcana +5, Investigation +5, Nature +5, Religion +5
Damage Resistances cold
Senses passive Perception 13
Languages Common, Druidic, Giant

Spellcasting (Healer). Nararhak is a 7th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Nararhak has the following spells prepared:

Cantrips (at will): *guidance, produce flame, shillelagh*
1st level (□□□□): *cure wounds, entangle, thunderwave*
2nd level (□□□): *flame blade, lesser restoration*

Potent Cantrips. Nararhak adds their Wisdom modifier to the damage they deal with any cantrip.

ACTIONS

Club. *Melee Weapon Attack:* +3 to hit (+6 with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

THUUNLAKALAGA HUNTER (WARRIOR SIDEKICK)

Medium humanoid (goliath), any alignment

Armor Class 16 (studded leather, shield)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Con +5
Skills Athletics +6, Perception +4, Survival +4
Damage Resistances cold
Senses passive Perception 14
Languages Common, Giant

Battle Readiness. The hunter has advantage on initiative rolls.

Extra Attack. The hunter can attack twice, instead of once, whenever it takes the Attack action.

Improved Critical. The hunter's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Marital Role. The hunter has one of the following traits:

- **Attacker.** The hunter gains a +2 bonus to attack rolls (not included below).
- **Defender.** The hunter gains the Disruption reaction, below.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

BONUS ACTION

Second Wind (Recharges after a Short or Long Rest). The hunter regains 1d10 + 7 hit points.

REACTION

Disruption (Defender Only). When a creature within 5 feet of the hunter makes an attack roll against a creature that isn't the hunter, the hunter can impose disadvantage on the attack roll, provided they can see the attacker.

HANDOUT 2: CHARACTER REWARDS

The characters may earn the following rewards during this adventure:

MAGIC ITEMS

CHIME OF OPENING

Wondrous item, rare

This squat, black rod has a matte finish and a couple of flat switches and dials at one end.

This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens.

The chime can be used ten times. After the tenth time it cracks and becomes useless.

POTION OF CLIMBING

Potion, common

This potion's container is a translucent, blue egg capsule that can easily fit inside a person's mouth. The capsule's shell dissolves when consumed, activating the liquid inside and releasing hundreds of minute spiderlike creatures which crawl down the drinker's throat and break apart inside the body, administering the potion's magical properties.

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the capsule fails to mix the colors.

POTION OF GREATER HEALING

Potion, uncommon

This potion's container is a translucent, silver egg capsule that can easily fit inside a person's mouth. The capsule's shell dissolves when consumed, activating the liquid inside and releasing hundreds of minute spiderlike creatures which crawl down the drinker's throat and break apart inside the body, administering potent healing.

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

PROSTHETIC LIMB

Wondrous item, common

This high-performance, alien technology resembles a polished obsidian spider leg with gold web designs. When attached, its off-world materials fold in on themselves and reconfigure into the desired limb.

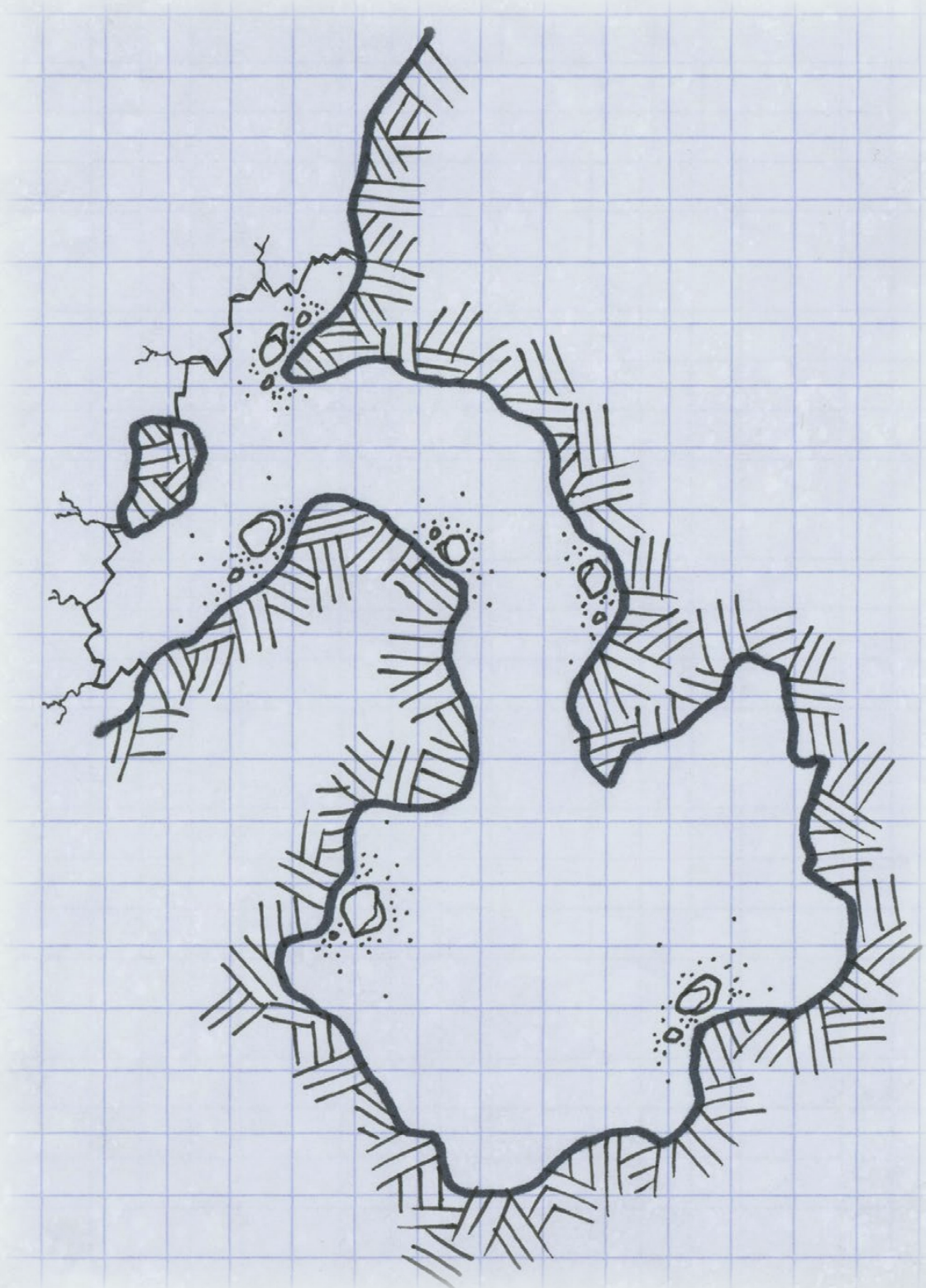
This item replaces a lost limb—a hand, an arm, a foot, a leg, or a similar body part. While the prosthetic is attached, it functions identically to the part it replaces. You can detach or reattach it as an action, and it can't be removed against your will. It detaches if you die.

STORY AWARDS

CAPTURED GOLIATHS

Nararhak Tree-Eye and some of the goliath hunters you encountered were captured by spiderlike creatures Lieutenant Prook calls "neogi."

APPENDIX A: ICE TROLL CAVE MAP



APPENDIX B: DUNGEON MASTER TIPS

To DM an adventure, you must have 3 to 7 players—each with their own character within the adventure's level range (see Adventure Primer). Characters playing in a hardcover adventure may continue to play too, but if they play a different hardcover adventure, they can't return to the first if they level beyond its level range.

NEW TO D&D ADVENTURERS LEAGUE?

https://dnd.wizards.com/ddal_general

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure 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 can't, feel free to restrict item use or ask them to use a standard ability score array.

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

NEW PLAYERS? NO PROBLEM!

With starter adventures like this one it's possible you may have players new to D&D, or just new to fifth edition. It's up to you as the DM to ensure they a) have fun with the game and b) learn the basics of how to play. At this level, having fun is more important than learning every rule exactly right. Be gentle with new players who make mistakes.

Make sure to keep your players smiling and rolling dice. Be positive and enthusiastic when describing the action, and you'll notice they quickly follow suit.

If you're a new DM, then welcome—and thank you! New DMs are the lifeblood of the D&D community. This adventure includes sidebars like this one that explain of some rules used as the adventure progresses!

ADJUSTING THIS ADVENTURE

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

DETERMINING PARTY STRENGTH

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

SAFETY TOOLS

Safety tools ensure that players aren't pushed beyond their comfort levels. They let your players know you want them to have a positive experience.

A broad range of safety tools are available for you and your players online, but for more information reach out to your Event Organizer or to community@dndadventurersleague.org