

RIME OR REASON

EPISODE 3

ICEWHITE
ISLAND

QORRASHI
ISLAND

TLALUSK
ISLAND



BY ANTHONY TURCO
& DAVID MORRIS

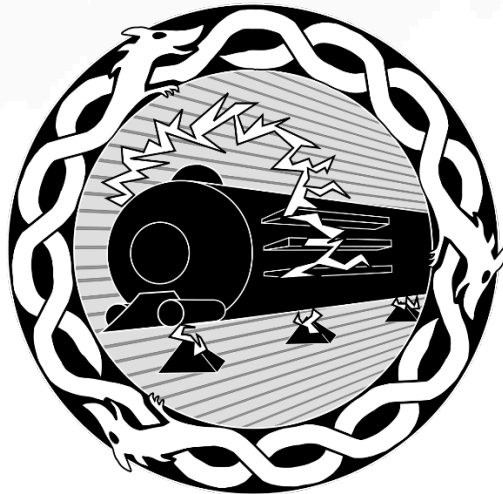
ACROSS EBERRON: CONVERGENCE MANIFESTO



RIME OR REASON

CAN YOU ENDURE THE FROZEN WASTELAND OF ICEWHITE ISLAND TO FIND THE FABLED HOARFROST FLOWER?

EPISODE 3 OF *CONVERGENCE MANIFESTO*



AN ACROSS EBERRON ADVENTURE

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INTRODUCTION

Welcome to *Rime or Reason*, episode 3 of *Convergence Manifesto*, an Across Eberron adventure path. This adventure is the sequel to AE01-02: *Live Another Day*, [available on the Dungeon Masters Guild](#), using characters and story elements introduced in the previous adventure. This adventure plays best when used in conjunction with either *Eberron: Rising from the Last War* or the *Wayfinder's Guide to Eberron* by Keith Baker. DMs and players may also enjoy the easy reference materials provided in Across Eberron's [Eberronicon: A Pocket Guide to the World](#).

Rime or Reason is designed to be a three- to five-hour adventure for Tier 1 characters, optimized for **five 2nd-level characters**.

Eberron adventures embrace all three pillars of D&D play—exploration, social interaction, and combat—and incorporate the elements of dark fantasy and swashbuckling action. Not all characters fit these tropes, and characters designed solely for combat might miss some of the fun and romance.

Players and Dungeon Masters should work together to create suitable parties that can embrace all that Eberron has to offer.

BACKGROUND

Provost Nigel Faurious's research has revealed the location of an icy spire near the eastern side of Icewhite Island. The Provost needs the *Hoarfrost Flower*, an artifact found inside this spire, to make his *Convergence Manifesto* a reality. Eager to complete his work as quickly as possible, the Provost previously paid for an expedition from the Deathsgate Guild to explore the icy spire at the same time the Clifftop Guild surveyed the Shining Valley in the last adventure. The Deathsgate expedition's ship, the *Nightwood Cask*, was destroyed by the cold of the Risia manifest zone. They made it to the island on lifeboats and headed to the spire, hoping to use it as shelter until someone from the Deathsgate Guild comes to rescue them.

The spire's builders are long gone and forgotten, but their traps and magic remain. Mror archeologists once found this place while in search of their ancestors that many believe hailed from the Frostfell. Only their camp remains in the foyer of the spire, where the party from Deathsgate waits. While the Deathsgaters' supplies dwindle, they argue among themselves on their next steps. Should they try and make it to shore and hope their ship somehow survived, continue to wait, or delve deeper into the spire to complete the task they were hired for?

RUNNING THE ADVENTURE

The adventure is designed to take approximately 3 hours of game time. If you find yourself with time to spare, you may also wish to introduce the two bonus scenes. Each is expected to add around 1 hour to your game.

Story Scenes Only. To complete the adventure's objectives, the characters play in Scene 1 through 7 in order.

Bonus Scenes. You can extend this adventure by one or two hours by utilizing the bonus scenes as they become available.

MAJOR SCENES

The adventure's story is spread over seven major scenes that take approximately 3 hours to play.

Scene 1: An Unamused Guest. The characters are recruited to travel to Icewhite Island to find a mysterious spire and extract an artifact that lies within.

Scene 2: A Winter Wonderland. The characters meet the crew of the *Undeniable* and make their way to Icewhite Island. After some unexpected trouble, they land and may explore their surroundings.

Scene 3: Into the Storm. The characters travel through a blizzard over the harsh tundra toward the icy spire.

Scene 4: The Icy Spire. The characters enter the spire and puzzle out how to reach the higher levels while dealing with survivors of an expedition sent by the rival Deathsgate Guild.

Scene 5: On the Edge. The characters must briefly brave the harsh weather while traversing an exterior balcony on their way up the spire.

Scene 6: Forgotten Guardian. The characters must neutralize an ancient guardian before gaining access to the highest levels of the spire.

Scene 7: Spiretop Garden. The characters finally attain their objective, but must then escape a crumbling tower!

BONUS SCENES

The main objective of this adventure is to find the icy spire and recover the *Hoarfrost Flower*. However, this adventure also includes two 1-hour bonus scenes that the characters can pursue if they have additional time to do so:

Bonus Scene 1: An Ember's Chance in Risia. This bonus scene occurs between Scenes 3 and 4. A young remorhaz looking for food has come across the party and they must defend themselves.

Bonus Scene 2: Can't Blame 'Em for Trying. This scene can occur when the party takes a long rest any time after they reach the icy spire in Scene 4. The party encounters the last members of the Deathsgate Guild expedition in the icy spire. Overnight, they can be heard discussing whether or not to betray the party.

All monster stat blocks needed for encounters in this adventure are contained in **Appendix A: Bestiary**. Other NPCs are in **Appendix B: Deathsgate NPCs**. Hirelings are in **Appendix C: Hirelings**.

While running the adventure, look out for the following formatting:

Text like this is intended to be read aloud or paraphrased for your players.

Sidebar like this contain rules reminders, reveal background Eberron lore, or point you to sources to learn more.

CAST OF CHARACTERS

Rime or Reason is an exploration and dungeon-delving adventure, but there are still many opportunities for social interaction.

MAJOR NPCs

The following are several NPCs that feature prominently in the adventure.

Ferrin (FAIR-en). A halfling that dresses in a patterned poncho. She wears dinosaur feathers in her hair. Ferrin is a member of the Deathsgate Guild and seeks to show how much better the group is compared to the Clifftop Adventurers' Guild.

Personality: I feel far more comfortable around animals than people.

Ideal: Glory. I must earn glory in battle, for myself and my clan.

Bond: The Deathsgate Guild is the most important thing in my life, even when they are far from me.

Flaw: Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

Aena Thennas (EYE-nah THEHN-nas). An elf that wears gold and black robes and wears face paint depicting a stylized skull. Aena serves the Undying Court first and foremost but has come to trust in her companions at the Deathsgate Guild. Aena was exiled from her home in Aerenal after accessing a forbidden library and learning secrets of Mabaran necromancy.

Personality: I begin and end my day with small traditional rituals that are unfamiliar to those around me.

Ideal: Suspicious. I must be careful, for I have no way of telling friend from foe here.

Bond: Though I had no choice, I lament having to leave my loved ones behind. I hope to see them again one day.

Flaw: I don't take kindly to some of the actions and motivations of the people of this land, because they are different from me.

Gor'aashta (Gore ÖSH-tah). Gor'aashta is a simple but effective half-orc warrior. While straightforward, he stays focused on his objectives and does his best to see them through. After a disagreement with the leadership of House Tharashk, Gor'aashta joined the Deathsgate Guild and hasn't looked back since.

Personality: I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.

Ideal: Might. In life as in war, the stronger force wins.

Bond: Ferrin saved my life on the battlefield. To this day, I will never leave her behind.

Flaw: My hatred of my enemies is blind and unreasoning.

HIRELINGS

If the party numbers less than 5 characters, it might be a good idea to introduce the below NPCs, who can be found in the Clifftop district of Sharn. They can add much-needed support to the expedition and round out the adventuring party. Their statistics can be found in Appendix C.

Bow (bō). A warforged with a lithe, agile frame. Bow is stoic, but trustworthy. He frequents the watering holes in the Clifftop district, drawn to observe humanoids in their social element. He is more than happy to offer his archery skills to others, seeking the companionship he once had during the Last War when he fought in a unit with other soldiers.

Personality: I rarely speak, preferring gestures and the occasional grunt.

Ideal: Our lot is to lay down our lives in defense of others.

Bond: Those who fight beside me are those worth dying for.

Flaw: I follow orders, even if I think they're wrong.

Valashtai (Vahl-ASH-tie). As a female kalashtar, Valashtai appears as a tall, beautiful human woman. She is a devout priestess of the Path of Light, and is willing to face the shadows and fight evil, unlike her kinsfolk who take a more meditative approach to filling the world with positive energy.

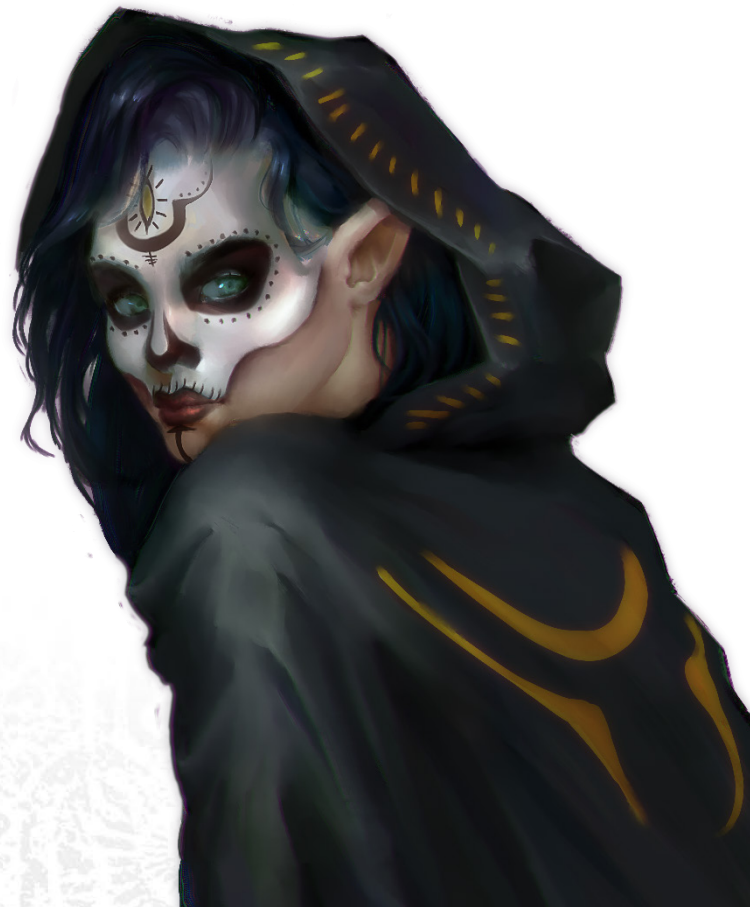
Personality: Nothing can shake my optimistic attitude.

Ideal: We must be the change we wish to see in the world.

Bond: Someone I loved died because of a mistake I made.

That will never happen again.

Flaw: I have trouble completely trusting anyone who dreams.



MINOR CHARACTERS

The following characters have a minor role to play in the adventure.

Captain Darien d'Lyrandar (DAIR-ee-ehn duh-lye-RAN-der) is a dashing half-elf and scion of House Lyrandar, with the Mark of Storm stretching over his left hand and forearm. He helms the *Clear Blue Sky*, an elemental airship with an air elemental ring, and is amiable and interested in any boastful tales the characters might wish to share over drinks during their flight.

Captain Maedreth d'Lyrandar (MAY-dreth duh-lye-RAN-der) is yet another half-elf scion of House Lyrandar, and her Mark of Storm is hidden beneath her greatcoat. She helms the *Undeniable*, an elemental sea galleon encircled by a ring of elemental water. She is taciturn and humorless, but reliable.

Helja Ironbone (HEL-juh) is a male dwarf and member of the *Undeniable's* crew. He's heard tales of dwarven archeologists from a prominent Mror clan going missing on Icewhite Island a few years back. Apparently, they were looking for evidence of the dwarven ancestor's migration from the Frostfell to Khorvaire. It never much interested him, but it's hard not to hear about tradition and history in the Mror Holds.



ACROSS EBERRON CHARACTERS

The following characters set up the course of the adventure and will appear in future Across Eberron adventures.

Guild Handler Lhara (LAHR-ah). Lhara is a shifter with white fur streaked with black. Her skin is pale, she has blue eyes, and wears an eyepatch over the left. She holds a middling position of command within the Clifftop Guild. Lhara is the characters' handler inside Clifftop and is trying to increase the guild's coffers and reputation.

Personality: I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

Ideal: Clifftop Adventurers' Guild. The Guild is my home and its members are my family.

Bond: I will prove that Clifftop is the best group of skilled troubleshooters and that we can get any job done.

Flaw: I am very sarcastic, and it can be difficult for people to tell when I am being serious.

Provost Nigel Faurious (NIGH-jel FAR-ee-us). The Provost is very focused on his work and is often lost in thought. He seeks to prove his theories on planar bodies and is willing to spend the money required to build his strange device.

Personality: I am horribly, horribly awkward in social situations and have little patience for any conversation that doesn't have to do with my work.

Ideal: No Limits. Nothing should fetter the infinite possibility inherent in all existence.

Bond: My life's work is the study of planar bodies and their effects on Eberron. I must complete my work and be given the recognition I deserve.

Flaw: Unlocking an ancient mystery is worth every coin of my family fortune.

THE CLIFFTOP ADVENTURERS' GUILD

Eberron, of course, has its share of organizations dedicated to the support and employment of exceptional individuals. Professional adventurers in good standing might be invited to join the Clifftop Adventurers' Guild (see chapter 1 of *Eberron: Rising from the Last War*). The Clifftop guild, based in the Clifftop district of Upper Dura, Sharn, was founded one hundred fifty years ago by a dwarf named Shekkal Korranor. The current leader is Sumara Korranor, better known among her charges as Summer.

The reputation of the Clifftop guild is well earned, and members are expected to uphold their guild's virtuous principles. Their long-standing rivals from the Deathsgate guild have no such inclinations.

SCENE 1: AN UNAMUSED GUEST

“The howling wind of Risia can bloom anywhere...”

—fragment of Provost Nigel Faurious’s Convergence Manifesto

The party is visiting the Clifftop Adventurers’ Guild to take on a new assignment. They have each received missives to meet their handler, Lhara at the Guild offices. When they arrive, they encounter Provost Nigel Faurious speaking with her.

As you arrive at the grand hall of the Clifftop Adventurers’ Guild, you see your contact, Lhara. She is speaking to a man with fine clothes, holding a cane, and playing with his mustache while they speak. Those of you who successfully procured the Burning Idol will recognize him as Provost Faurious.

The man points his cane at Lhara while he speaks, “It is absolutely vital, Lhara, that there are no mistakes in this. Time is of the essence and the first group I sent out has already failed to return. I’ll not pay a coin over my deposit for another failed expedition...”

Lhara bats his cane away as she replies, “You can hire Deathsgate again, if you’d like to waste more money.” She takes a moment to visibly banish her annoyance and put on a professional face. “But as I told you before, the Clifftop Adventurers’ Guild is the right place for your business. No matter how many missions you have in mind, or how tight the timetable, our professionals are exactly what you need to—oh, just in time!” She turns toward you as she notices you and extends a hand out in your direction. “You can see them for yourself.”

THE MISSION

Lhara and Provost Faurious are just ending a conversation about the characters’ next mission. Provost Faurious is attempting to persuade Lhara to assign her best to the expedition. He has already hired the Deathsgate Guild who failed to return from the venture. He will hire them again if the Clifftop expedition fails.

Lhara is trying to keep her client happy and assure him that her agents are professionals capable of the task at hand. She is slightly annoyed that the Provost didn’t mention hiring the Deathsgate Guild to go on a mission at the same time he hired the Clifftop Guild for the Shining Valley mission (as detailed in *Live Another Day*.) She is eager to prove that the Clifftop Guild should be his exclusive agents in all his future work.

What Does Provost N. Faurious Know? The Provost knows much more than he will ever reveal to the characters. For now, he will reveal the following:

- His research has uncovered the location of an icy spire near the eastern side of Icewhite Island. He needs an artifact, the *Hoarfrost Flower*, from within this spire.
- The spire is in a manifest zone of Risia.
- He has booked passage for the expedition on the *Undeniable*, an elemental galleon faster than any sailing

vessel, to make up for lost time. The party will meet the *Undeniable* in Stormhome.

- If none of the characters participated in *AE01-01: Fired & Forgotten*: “You don’t look that impressive to me. Lhara better be right about you.”

What Does Lhara Know? Lhara has already been filled in on as many details as the Provost is willing to share, and she can debrief the characters on the following:

- Provost Faurious has hired Clifftop to send a group to Icewhite in search of an icy spire.
- The Provost believes that a special flower, known as the *Hoarfrost Flower*, can be found inside.
- The *Flower* is an artifact with unknown powers that the Provost requires for research.
- Captain Darien and the *Clear Blue Sky* are waiting at Lyrandar Tower to take the party to Stormhome.

TREASURE & REWARDS

Lhara offers the characters 150 gp apiece to find the icy spire and return with the *Hoarfrost Flower*. She also supplies the party with three *potions of healing* and gives each character a cold weather survival pack before they leave (see sidebar).

COLD WEATHER SURVIVAL PACK

Each character is provided with a cold weather survival pack. The pack includes a backpack, a bedroll, cold weather clothes, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin.

Each character is also offered a climber’s kit, courtesy of the Clifftop Adventurers’ Guild.

THE CLIFFTOP DISTRICT

Clifftop is located in the Upper Dura ward of Sharn. The diverse district is dingy but offers a large array of services and shops for adventurers.

The players may wish to spend time exploring Clifftop. Clifftop caters to adventurers and anything from the *Player’s Handbook* is available for purchase. The party can visit the Augury for divination, the Drunken Dragon for exotic drinks, or get a 5% discount on equipment at The Dragon’s Hoard.

A wide variety of people can be found in Clifftop. While the party is likely to spend most of their time interacting with Lhara and Provost Faurious, there are other interesting characters about. If the party is light on numbers, consider having them cross paths with Bow and/or Valashtai. These NPCs can be hired on to round out an adventuring party of fewer than 5 characters.

SETTING OUT

When the adventurers are finished in Clifftop with any business and preparations they wish to make, they will board the *Clear Blue Sky* at the airship docking tower in the Dragon Towers district, beginning their journey to Icewhite Island.

SCENE 2: A WINTER WONDERLAND

You set out from Sharn on the familiar airship, the *Clear Blue Sky*, helmed by Captain Darien d'Lyrandar.

Whether or not the characters previously encountered Captain Darien in AE01-02: *Live Another Day*, they may wish to get acquainted with the airship captain. If the players wish more conversation, Captain Darien may offer drinks in trade for tales from newcomers and old friends alike. When ready, continue their journey by reading the following:

In only a handful of days, the *Clear Blue Sky* has crossed the width of Khorvaire and deposited you in Stormhome, the seat of House Lyrandar. There is little time to enjoy the bastion of tropical weather in the northern sea, however, as your mission has you board the *Undeniable*, the water-elemental-bound galleon that Provost Faurious arranged passage for you on. The *Undeniable's* captain, Maedreth d'Lyrandar, seems a no-nonsense type, keeping her own company when not commanding her crew.

Mere hours beyond the magically controlled weather of Stormhome, the chill of the arctic waters makes staying above deck uncomfortable. Though the *Undeniable's* elemental ring propels it across the waves faster than any mundane sailing vessel could hope to match, the bitterly cold journey seems to take forever. Days pass

in relative boredom, then the call of "Land ho!" rouses you to the storm-tossed deck of the vessel.

Finally, the goal of your journey is in sight: Icewhite Island. The frozen tundra and distant mountains are a stark contrast to idyllic Stormhome.

In the distance, behind the veil of the heavy storm, you can make out the silhouette of an icy finger pointing toward the Ring of Siberys in the sky above. Your target is in sight, and all that stands between you is a simple blizzard.

UNDENIABLE LANDING

Give the characters an opportunity to make any last-minute preparations. When they're done, read the following:

A mere handful of minutes later, Captain Maedreth d'Lyrandar begins shouting frantic orders to her crew.

"Elemental's freezing up!" she shouts, "Brace for impact!"

Before your eyes, the ring of elemental water encircling the ship slowly crystalizes into a frosty slurry, then freezes solid, while the crew runs to secure themselves in any manner they can.

The characters have moments to brace themselves before the *Undeniable* crashes into a glacier. Despite the rough landing, Captain Maedreth is a talented pilot, and no one on the ship suffers any injuries.



With the screech of splintering wood, the *Undeniable* comes to a chilling, but relatively gentle, halt against the edge of a glacier. After the immense noise of the crash, an eerie silence hangs under the heavily overcast sky.

“All hands! Damage report!” Captain Maedreth shouts, breaking the unsettling quiet. As if a dam broke, the rest of the crew returns to their flurry of activity and yelling back and forth.

Captain Maedreth turns to you and grunts. “Well, we’ll likely be stuck trying to repair this damage while you lot go out toward the ice-tower and find whatever it is you’re looking for.

“Be warned though, I like not the look of that storm, not one bit.” She nods her chin over toward the distant icy spire underneath dark, roiling storm clouds, across a vast and barren field of snow and ice.

“Me and my crew will be shoving off before it gets close to us, with or without ya. I give you two or three days before the *Undeniable* is repaired.”

The crew of the *Undeniable* begin working to repair damage to its hull and protect the water elemental as best they can.

The crew aren’t in much of a mood for conversation, but Helja Ironbone, a dwarf ironworker, will talk to the characters about archeologists from the Mror Holds. He relates how they came this way years ago looking for evidence of the migration of pre-Mror dwarves from the Frostfell in ancient times.

Unfortunately for the characters, Risia is currently waxing in influence, “approaching” Eberron’s material plane in its regular planar orbit, fueling the blizzard and slowly increasing the storm’s severity (see sidebar). In another day or two, there will be no hope of reaching the spire. As it is, the party only has a few hours to reach the spire. If they dally near the *Undeniable*, mention the storm’s growing size to spur them onward.

RISIA, THE PLAIN OF ICE

Risia is the plane of elemental ice and cold constancy. Endless blizzards lash mountains of ice and frigid tundra, and unknown secrets are held in the frozen depths of fathomless arctic seas. It is home to spirits, both fiends and elementals, that embody the ideas of binding ice and deadly cold.

When Risia is coterminous with Eberron, cold weather becomes more intense and deadly, and magics tied to frost become more powerful.

More information about Risia can be found in chapter 4 of *Eberron: Rising from the Last War*.

TREASURE & REWARDS

Visible from the site of the *Undeniable*’s crash landing, the broken hull of another ship looms in the distance, about an hour north of the elemental galleon. If the party wishes to investigate, they find the wreck is that of a ship named the *Nightwood Cask*.

A successful DC 15 Intelligence (Investigation) check of the wreck turns up a small chest inlaid with ivory dragon figures. The chest and jewelry inside are worth 150 gp.

SCENE 3: INTO THE STORM

The party presses on to reach the spire before the storm overtakes the *Undeniable*. They face a series of hazards that will challenge their survival skills and could prove deadlier than any battle.

Braving the dangers of the blizzard proves to be an arduous task as you face its many hazards.

The storm is handled in phases. As the party goes through each portion, they must overcome a variety of cold-weather hazards. Each one represents 1 hour of in-game time.

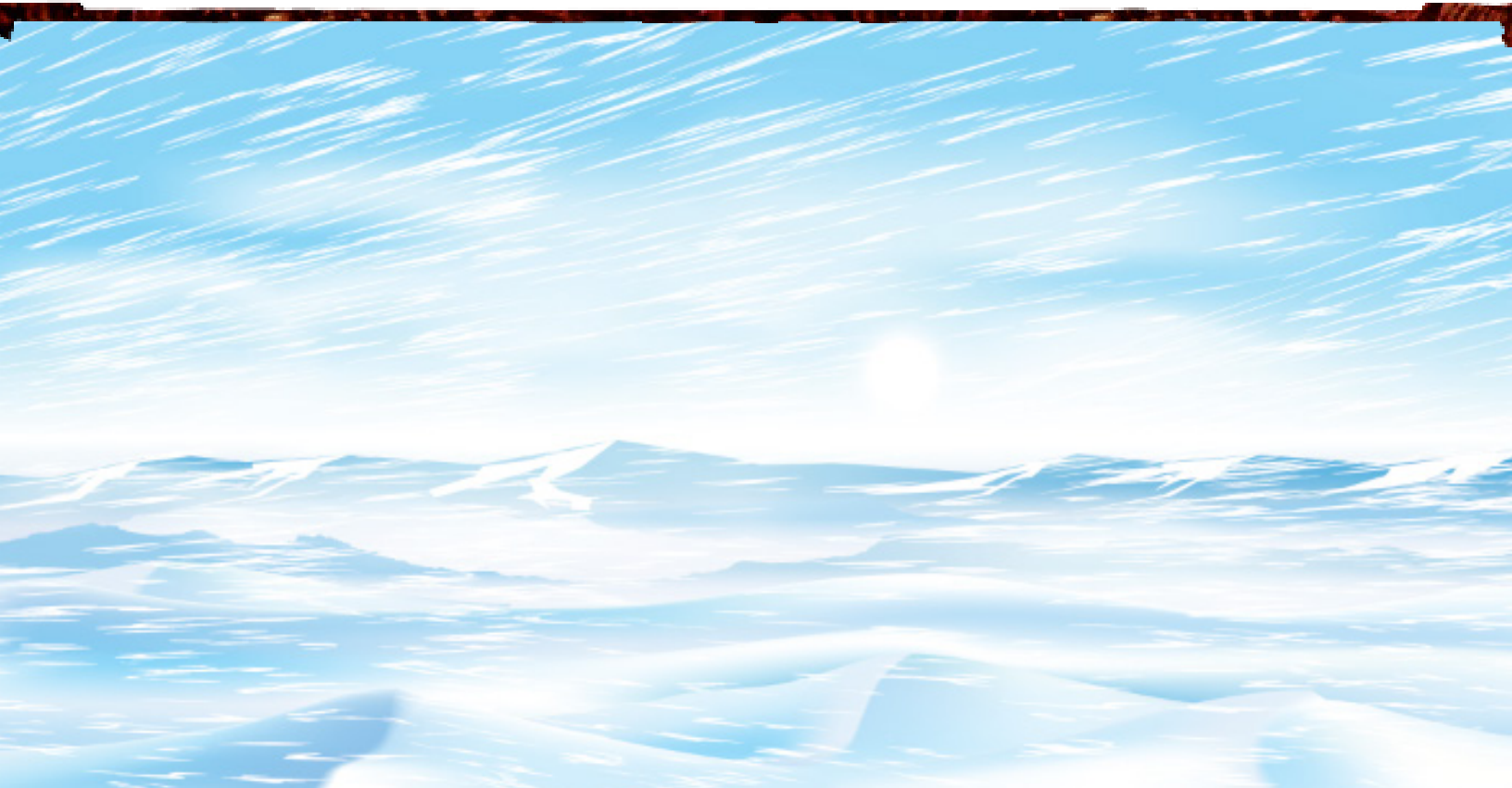
Persistent Hazard: Extreme Cold. At the start of each hazard, the characters must make a DC 10 Constitution saving throw, rolling with advantage if they are wearing their cold weather clothes. A character that has resistance or immunity to cold damage automatically succeeds. On a failure, the character reduces their maximum hit points by 1. The reduction lasts until the character finishes a long rest in above-freezing temperatures. The DC for this saving throw increases by 1 for each additional hour of travel.

- **Hazard I: Thin Ice.** Patches of ice are covered in snow and are difficult to avoid. Have each character attempt a DC 10 Dexterity (Acrobatics) check. If more than half the party fails, those who fail plunge into the ice-cold water below. As a result, the party is delayed and must make an additional saving throw against the Extreme Cold. Characters who failed and fell into the icy water have disadvantage on this saving throw.

- **Hazard II: Blinding Snow.** Gusts of wind throw blistering blasts of snow at the party. If a character fails their saving throw against the Extreme Cold for this hour of travel, they are blinded in addition to suffering the effects of the persistent hazard. The blindness lasts until the character finishes a short rest.
- **Hazard III: Whiteout.** The snow has become so thick and constant that it is difficult to maintain the party's path to the icy spire. The group must make a successful DC 13 Wisdom (Survival) check. If half the party fails, the party must go back to Hazard II and continue from there. If the entire party fails, they must start from Hazard I.
- **Hazard IV: Razor Ice.** Thin sharp blades of ice whip past on the wind. Their abrupt appearance makes it impossible for the party to avoid them. Make a +5 attack roll against each character. On a hit, a character takes 1 piercing damage plus 2 (1d4) cold damage.
- **Hazard V: The Howl of Risia.** A powerful, howling wind envelops the party. Each character must succeed at a DC 12 Charisma saving throw or suffer 5 (1d10) psychic damage. If more than half the party fails, the party becomes lost and must continue from Hazard III.

“WE’RE NOT GONNA MAKE IT!”

If the party is having extreme difficulty enduring the storm, perhaps due to a string of unlucky rolls, they may retreat to the *Undeniable* and rest up before trying again. Returning is much easier than pushing against the storm. The party can make it back to the ship's landing site after only one hour of travel, no matter how many hours they traveled into the storm, suffering only the Extreme Cold persistent hazard for that hour of travel.





BONUS SCENE 1: AN EMBER'S CHANCE IN RISIA

If the party easily makes it through all the hazards of the storm, or if you just wish to challenge them after they've been softened up, you can insert this bonus scene into the adventure before they reach the icy spire.

Read or paraphrase the following:

The howl of the blizzard blasts into your faces as you trudge onward through the snow. Ahead, you can make out the spire of ice stretching upward into the black clouds of the storm. You've nearly made it! With a surge of hope and adrenaline, the harsh bite of the cold seems to lessen.

Characters with passive Perception 16 or higher will notice that the warmth is real, not imagined, and coming from the same direction as the noise of hissing steam rising off the heated body of a **starving young remorhaz** (see Appendix A: Bestiary), barely audible above the wind.

Roll for initiative. Characters who didn't have a high enough passive Perception to notice the remorhaz are surprised. The creature is weak, delirious with hunger, and will fight to the death.

AREA FEATURES

Terrain. The icy tundra is incredibly poor fighting ground for the adventurers. It is difficult terrain as far as the eye can see.

Atmosphere. The storm has darkened the skies, and the furious snow and howling winds of the blizzard make it hard to see, causing the entire area to be lightly obscured. In addition, the raging storm is enough of a distraction that spellcasters must succeed on a DC 10 Constitution saving throw in order to successfully cast any spell that requires concentration. On a failure, the spellcaster wastes the casting time of the spell, but does not expend a spell slot.

LIGHTLY OBSCURED

In a lightly obscured area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

TREASURE & REWARDS

During the fight, the characters will notice that there is a wand stuck between the remorhaz's teeth. If the characters don't wish to wait until the remorhaz is dead to retrieve it, they may attempt to snatch it from the creature's maw as an action, but must succeed on a DC 15 Dexterity check to do so without provoking an opportunity attack from the remorhaz.

The wand is a *wand of the war mage +1*, and belonged to an unfortunate member of the Deathsgate Guild expedition.

WAND OF THE WAR MAGE +1

Wand, uncommon (requires attunement by a spellcaster)

While holding this wand, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

SCENE 4: THE ICY SPIRE

Once the party successfully pushes through the storm, they find themselves at the base of the icy spire and can begin their search for the *Hoarfrost Flower* in earnest.

Finally, the icy spire stands before you. Like a large icicle, the spire twists toward the sky as if it were a gnarled finger pointing accusingly at the moons. A large, rune-carved archway holds a set of double doors leading into the spire. The doors are slightly ajar, and you can hear conversation from within.

THE ICY SPIRE

The icy spire's creators are long gone. Created for some arcane purpose, nothing remains to reveal why the dwarves who migrated through here thousands of years ago crafted the spire or placed the enchantments that make its structure as strong as stone. Even the floors, made of ice like everything else in the spire, are supernaturally crafted to be less slippery than normal ice would be.

The spire is lit by a faint blue glow that emanates from its frozen walls. Along with the blue glow, snowflakes can occasionally be seen falling inside the walls, but one cannot see all the way through into adjacent rooms or outside. The ceilings are roughly 15 feet high.

The howling winds outside cannot be heard inside the spire and the interior is warm, though none of the ice melts as a result.

THE FOYER

The entrance of the icy spire is a wide foyer, 15 feet across and 30 feet wide (see Map: Spire Entrance). The room is filled with scattered, used, and rotted supplies. The refuse scattered across the room was a camp, set here originally by a group of dwarven Mror archeologists who hoped to find evidence of their ancestors, who many believe migrated from the Frostfell to Icewhite Island, then eventually further south to Khorvaire. Now, however, the surviving members of the Deathsgate Guild expedition occupy the camp.

Situated on the far wall of the foyer, toward the right corner of the room, the characters see a rune-lined set of icy double doors that bar further entry into the spire. Standing before the doors are four humanoid bodies, frozen completely solid.

DEATHSGATE RIVALS

Three members of the Deathsgate Guild are all that remain of their expedition. The rest of their team died previously in a shipwreck, on the journey to the spire, or attempting to enter

the doors that lead further into the spire, resulting in the frozen bodies standing before the party now.

Ferrin, Gor'aashta, and Aena Thennas are the only survivors, and have been camping inside on half rations for a week. Characters who participated in AE01-01: *Fired & Forgotten* may recognize the trio as their rivals in a game of Sharn Chicken.

The Deathsgaters' tempers are beginning to flare, and they only have a day's rations left. When they reached the spire, they had several others from their company with them, though they lost a few on the way. Once inside, some attempted to open the sealed door and failed. Four ice statues of former companions stand as testament to the mistake.

Aena found a journal among the remains of the Mror archeologist campsite and currently has it in her possession.

THE RIME-RUNED DOORS

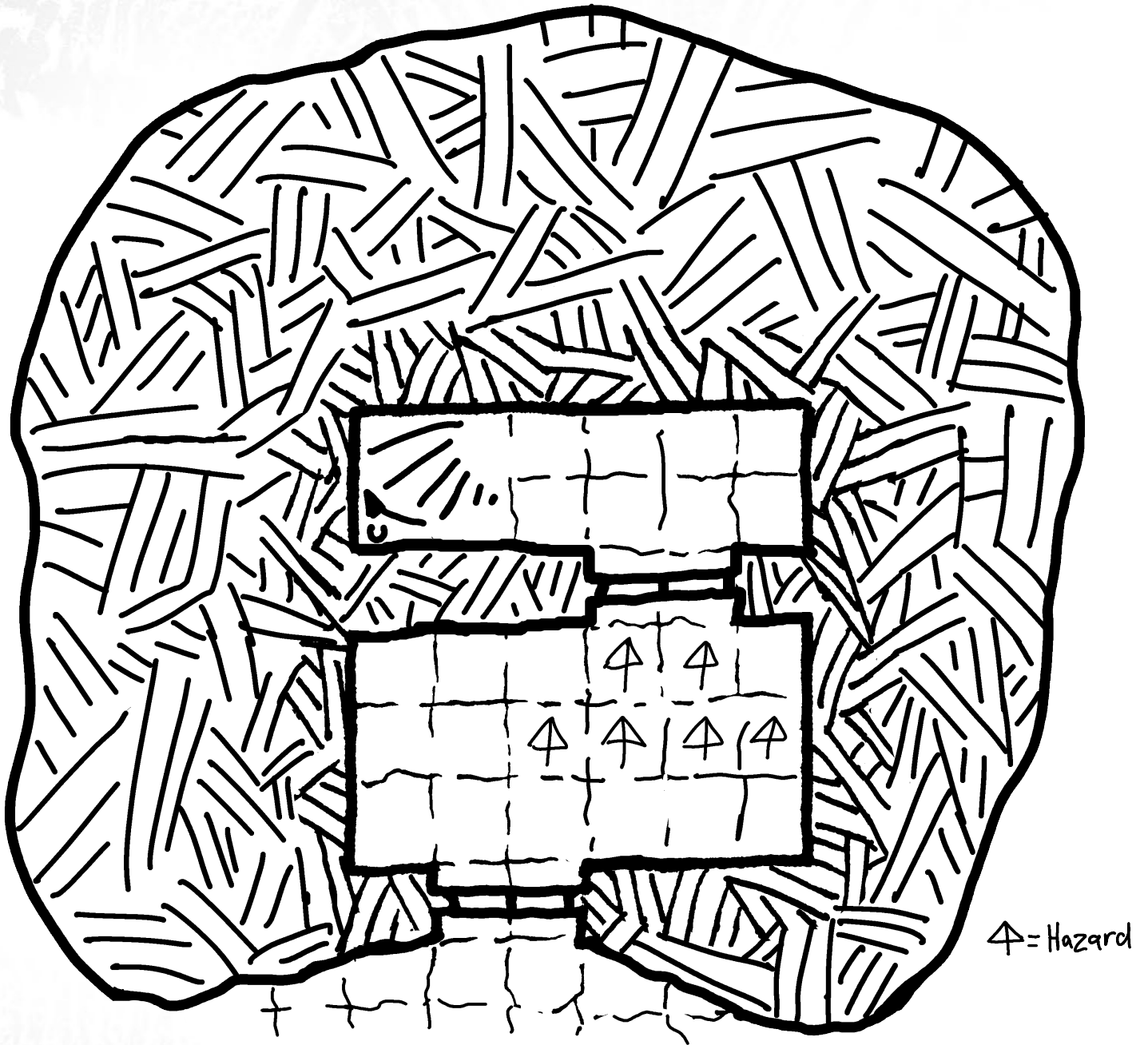
At the far corner of the foyer, a great pair of icy double doors stands within the wall. The doors are engraved with four different symbols—a wand, a scroll, a book, and a spell—arranged in four columns, each column comprised of the same symbol repeated four times in alternating orientations. At the bottom of each column is an empty space where a plate can be affixed. To the right and left of the doors are the engravings of two dwarves (four in total), each holding a plate with a symbol that corresponds to one of the columns on the doors (see Appendix D: Player Handout).

To open the doors, the four plates from the dwarf carvings must be placed in the proper position on the door (see Appendix E: Puzzle Answer). If they are placed incorrectly, the carvings release an icy blast in a roughly 10-foot cone in front of the doors (marked as “hazard” spaces on the map). Anyone in this area must succeed on a DC 14 Constitution saving throw or take 11 (2d10) cold damage. If this cold damage reduces a character to 0 hp, the character is instantly frozen solid. The freeze lasts until the creature is freed by the *greater restoration* spell or other magic. On a successful save, the character takes half the cold damage, and is not frozen solid if the cold damage reduces them to 0 hit points.

The archeologist's journal that Aena carries can serve to give hints to players if they are having a hard time with the puzzle. Start with simple remarks, such as “There seems to be a pattern here” and “It seems that the wand should be upside down, but I'm not sure what to do with the rest,” all the way up to a sketch of the correct answer with a note, “This should be it! In the morning we shall test it.”



MAP: SPIRE ENTRANCE



BONUS SCENE 2: CAN'T BLAME 'EM FOR TRYING

The Deathsgaters are tired of being stuck in the icy spire and are relieved someone has finally shown up, even if it is a group from Clifftop. They are hoping to use the party to escape.

A PRIVATE DISCUSSION

If the characters take a long rest in the spire, the Deathsgaters offer to take watch for the party. When they believe the party to be asleep, they begin discussing in hushed whispers how they should deal with the Clifftop members. If the party insists on mixed watches, the Deathsgaters will ask for a moment of privacy while they discuss their business.

Ferrin is the most devious and cunning of the Deathsgaters, insisting that they should pretend to ally with the party then abandon them to a trap or monster. Nominally the leader of the group, Ferrin will most likely win the argument unless the party has been exceptionally heroic or compassionate to their rivals.

Gor'aashta proposes a genuine alliance with the party, respecting their strength for having made it through the storm. If the characters shared supplies or rations with the Deathsgaters, Gor'aashta is even more adamant that the party not be harmed, as he feels indebted to them for saving his life and the life of the other two Deathsgaters.

Aena, ever the brutal pragmatist, is the swing vote in the Deathsgater's discussion. If the characters have not impressed her, she argues for incapacitating the party in their sleep and leaving them behind. However, if the party has offered the Deathsgaters passage on the *Undeniable* back to Khorvaire, Aena will change her tune and side with Gor'aashta, stating that the crew of the ship may not be willing to give the Deathsgaters passage unless they return with the Clifftop members who hired the vessel. She has loved ones she needs to return to, and she won't compromise a chance to see them again.

FOREWARNED IS FOREARMED

Eavesdropping on the Deathsgaters' discussion requires an active or passive Wisdom (Perception) check. If the Deathsgaters were allowed to keep their own watch, the DC to overhear them is 13, though sleeping characters have a –5 penalty to their passive Perception scores. However, if the party insisted on mixed watches and the Deathsgaters had to explicitly ask for a moment of privacy, they will be suspicious of being overheard and will speak in even more hushed tones, increasing the DC to 18 to eavesdrop on them.

A successful DC 13 Wisdom (Insight) check can help a character who successfully eavesdropped on the discussion to identify which of the three options the Deathsgaters decided on.

A character who heard the conversation and isn't happy with the conclusion the Deathsgaters came to can try to talk sense into them with a successful DC 15 Charisma (Persuasion or Intimidation) check. If the character leans on Aena's desire to see her loved ones, or Gor'aashta's sense of honor, give them advantage on the check. A success will convince the Deathsgaters that attacking the party is not in their best interests.

PUSH COME TO SHOVE

If the Deathsgaters do ultimately decide to turn on their rescuers, they will wait until after the party has opened the rime-runed door in the spire's foyer. They will then attack the party when the characters are just about to settle down for a short or long rest, or during the battle in either Scene 5 or 6.

If the Deathsgaters are losing the fight, they will attempt to lay their arms down and surrender, playing to the Clifftop Guild's reputation as honorable adventurers—unlike themselves. If the party presses the attack, they flee.

The Deathsgaters will try to knock the party out instead of outright killing them, so any character they bring to 0 hit points is automatically stable, without having to make any death saves. If the party loses the fight, they come to consciousness and find all of their supplies gone, though they will be left their clothing, arms and armor, and any remaining monsters in the area will be dead or destroyed. Just after getting their bearings, however, the characters will notice that the entire icy spire is melting and crumbling around them! Proceed to *Escape!* in Scene 7, but start from check 5, *Thin Ice!*, and proceed to checks 6 and 7 from there. Consider the escape a success if the characters succeed on 2 out of 3 group checks. The Deathsgaters will escape with the *Hoarfrost Flower* and successfully complete their mission.

TREASURE & REWARDS

If the party defeats the Deathsgate adventurers, and they don't manage to escape, they may make use of their rivals' gear—whether it was looted from the Deathsgaters or whether they surrendered their weapons over to the party.

In addition to their mundane equipment, Gor'aashta wields an adamantine battleaxe, and Aena uses an arcane focus wand made from *mabaran ebony imbued wood* (from chapter 5 of *Eberron: Rising from the Last War*).

SCENE 5: ON THE EDGE

Once the party has made it past the rime-runed door and ascended the stairs beyond, they climb the tower for some time before the stairs end at another set of double doors.

You've been trudging up a spiraling stairwell for some time, perhaps rising a few hundred feet from the entrance, when the flight of stairs terminates at a set of double doors, made completely of ice just like everything else in the spire. Etched into the center, where the doors meet, is one large rune about the size of a person's palm.

Characters with passive Perception 13 or higher can hear the howling of the wind just outside the doors, indicating that opening them will expose the party to the elements once more.

The doors have no obvious handholds or locks to pick, but contain a single rune in the center. Characters who speak Dwarvish may attempt a DC 15 Intelligence (History) check to recognize the rune as an ancient, long-abandoned form of the word "melt." Whether or not the characters know the meaning of the rune, touching it causes the doors to melt, opening the way forward.

When a character touches the rune, read or paraphrase the following:

At your touch, the rune glows red, as if made of iron heated in a forge. Suddenly, the double doors before you melt into the ground, and just as suddenly, the howling gale of the blizzard blasts you in the face.

Squinting through the flurry of snow, you can see a wide, flat ledge extending from the door and curving around the outside of the spire toward your right.

The ledge is roughly twenty feet wide and open to the elements until it curves around to the right (see Map: Spire Ledge). The ledge is roughly 100 feet above the ground, but the blizzard has built up large fluffy snow banks besides the tower, so a character that falls from it would only take 3d6 falling damage. Fortunately, though the wind is loud and stiff, there is little danger of it pushing anyone off the ledge.

Around a corner to the right is another door leading back inside the spire, but it does not appear to have a rune on it.

Characters with passive Perception 18 or higher will notice that the second doorway is covered by a **snowflake ooze** (see Appendix A: Bestiary), obscuring the "melt" rune.

If no one notices the ooze, then the first character to approach within 5 feet of the door will take 2 (1d4) cold damage from the creature's Freezing Aura trait.

Once the characters notice the ooze, or once a character takes damage from its aura, roll initiative to begin combat. The ooze slides off the doors and into an adjacent square, revealing the "melt" rune on the door, giving characters a chance to open it even in combat (see *Doors* below).

At the start of the second turn of combat, roll initiative for an **ice mephit** (see Appendix A: Bestiary), who flies in from the blizzard and joins the fray, attracted by the warm bodies of the characters.

AREA FEATURES

Doors. Both sets of doors to the tower can be opened with an object interaction on a character's turn by touching the "melt" rune. Doing so causes the door to melt away into the floor. After 1 minute, the door reforms.

Terrain. Though the ledge is made of ice—just like everything in the spire—it is supernaturally firm footing and does not count as difficult terrain.

Atmosphere. The dark storm continues to rage around the ice spire. The blizzard's winds and driving snow darken the skies and make it hard to see, causing the entire area to be lightly obscured. In addition, the raging storm is enough of a distraction that spellcasters must succeed on a DC 10 Constitution saving throw in order to successfully cast any spell that requires concentration. On a failure, the spellcaster wastes the casting time of the spell, but does not expend a spell slot.

Spire Interior. The party may gain entry to the inside of the tower, shielded from the storm outside, before the fight is over. The spire interior grants protection from the howling winds, allowing characters to cast spells as normal. The glowing walls of the tower also provide normal lightning conditions while inside it.

SCENE 6: FORGOTTEN GUARDIAN

Once the party deals with the ooze and mephit in the previous scene, they are free to move indoors, ascending the stairs unharassed. There is another long ascent, then the stairwell deposits them in the next chamber.

Read or paraphrase the following:

Again, you are met with an interminable climb of steps, the icy glow surrounding you in another tight, spiraling stairwell. Eventually, the stairwell straightens out and ascends to another set of double doors.

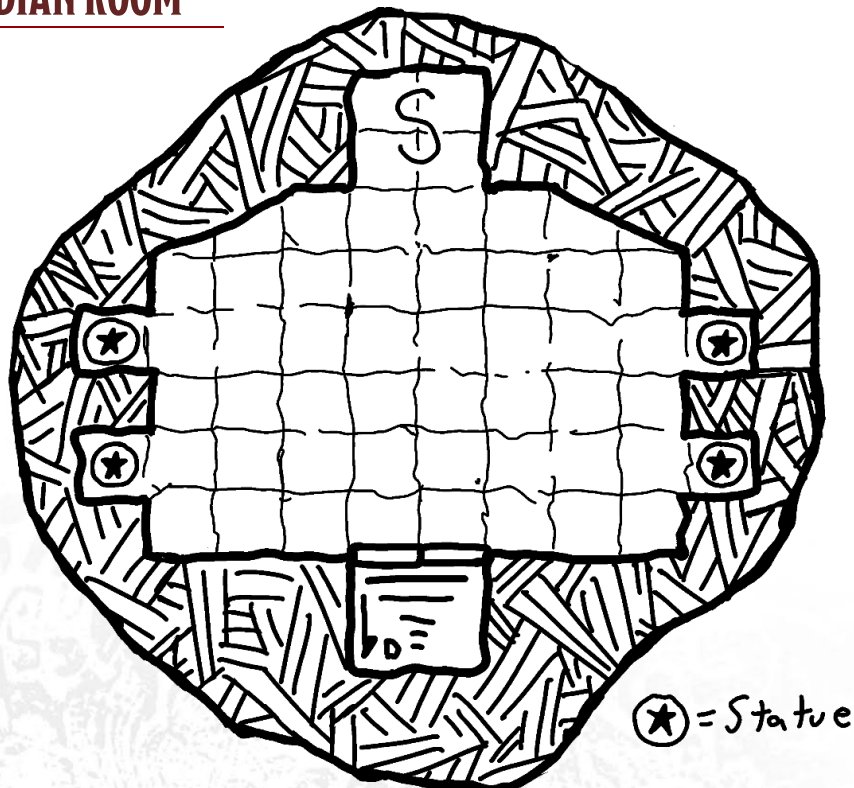
The doors open into a wide chamber with five alcoves. On the left and right walls, two alcoves on each side contain astonishingly lifelike statues of dwarves, sculpted entirely from ice as clear as glass.

The fifth alcove, twice as wide as the others, dominates the wall opposite the stairwell's entrance to the chamber. In it stands a large, ten-foot statue of frosty ice, carved in the image of a figure completely encased in full plate and helm, with dwarven proportions but no other clue as to the statue's identity.

The chamber is roughly 45 feet wide and 30 feet long (see Map: Spire Guardian Room). The large statue on the far alcove (marked with an S on the map) is actually an ice golem. If any character approaches within 15 feet of any of the chamber's statues without saying the golem's passphrase (which has been long lost to time), the golem animates and initiates combat. Roll initiative.

This is an extremely deadly encounter for 3rd level adventurers, but observant characters will be able to mitigate much of the difficulty (see *Statues* below).

MAP: SPIRE GUARDIAN ROOM



AREA FEATURES

Terrain. Though the floor is made from ice, it is supernaturally firm footing and does not count as difficult terrain.

Lighting. Every wall of the icy spire's interior glows with a blue light, illuminating the chamber in bright light.

Statues. Each of the four smaller statues in the chamber have AC 6, 15 hit points, and are vulnerable to bludgeoning and thunder damage. Destroying a statue immediately deals 25 damage to the golem that cannot be mitigated in any way.

Characters suspicious of the statues may use an action to make a DC 15 Intelligence (Arcana) check to recognize the link between them and the golem. Examining them with the *detect magic* spell will also reveal a thread of transmutation magic linking the four statues to the golem. The golem will attempt to interpose itself between anyone approaching the statues, heedless of opportunity attacks it may provoke. Characters who succeed on a passive or active DC 12 Wisdom (Insight) check will be able to recognize that it is protecting them.

ONWARDS AND UPWARDS

One round after the ice golem has been destroyed, a cascade of water begins to fall in the alcove it once occupied (marked with an S). The water is freezing and deals 2 (1d4) cold damage to anyone who enters the alcove or starts their turn there. One minute after the cascade begins, the water freezes completely solid in the shape of a spiral staircase, leading upward to the pinnacle of the spire.

SCENE 7: SPIRETOP GARDEN

One last time, you ascend the icy spire's steps, twisting upward through its core. At last, you come to a small circular chamber, perhaps only fifteen feet in diameter. The walls of this chamber, unlike the rest of the tower, are thin enough that you can see through to the stormy sky beyond. You are high above the frozen tundra, reminding you of the towers of Sharn.

The chamber itself is adorned like a garden, with countless crystalline flowers and plants growing from beds of snow. One flower, however, appears to be real: a delicate blue-white orchid with thorns of frost on its stem. This must be the *Hoarfrost Flower*.

The characters have reached the top of the icy spire, and all that's left for them is to retrieve the *Hoarfrost Flower* and meet up with the *Undeniable*.

It's not quite that easy, however. Once the party plucks the *Flower* from its bed of snow, the icy spire begins to melt!

The destruction of the spire is not obvious at first, though if the party lingers in the pinnacle garden, their clearer view of the sky will show the storm finally dissipating, revealing the clear sky beyond.

Once the characters are halfway down the staircase on their way back to the chamber where they fought the ice golem, read or paraphrase the following:

With your prize in hand, you begin descending the icy spire. The way down is a little easier than the way up, and your spirits are buoyed knowing you've completed your mission.

Then you hear the splash of your boots slapping into a puddle. The stairs are melting right out from under you!

ESCAPE!

The party must now race against time and descend the tower before it collapses on top of them. The party will be making a series of seven group checks and saves. The party as a whole succeeds on a group check or save if half or more of the characters in the party succeed on their individual checks or saves.

If at any point a character uses an ability or spell particularly appropriate to the situation to aid the group check, reward advantage or automatic success as you deem appropriate.

1. **Hurry!** The first group check the characters must make is a DC 12 Strength (Athletics) check as they hustle down the melting stairs as fast as they possibly can.
2. **Steady!** The supernatural ice of the tower begins to lose its magical properties as it melts, becoming slippery like real ice. The characters must succeed on a DC 15 Dexterity (Acrobatics) check to maintain their balance as they run down the spire.
3. **Keep running!** Running down the spire and keeping up a sprint is physically taxing on the group. The characters must make a DC 10 Constitution saving throw to maintain their endurance.
4. **Heads up!** Just as the characters make it back to the chamber where they fought the ice golem, the ceiling begins to collapse, and they must dodge falling debris. The characters must make a DC 12 Dexterity saving throw to dive for safety as chunks of the ceiling fall free. Each character that individually fails this saving throw also takes 2d10 bludgeoning damage from being hit by huge blocks of ice.
5. **Thin Ice!** A large ominous crack accompanies a blossoming of fine fissures in the floor beneath the party. They must succeed on a DC 13 Wisdom (Perception) check to be able to tell where it is safe to walk.
6. **Breach!** One of the magical doors of the icy spire has ceased to function and is stuck closed. The characters must succeed on a DC 15 Strength check to quickly force it open. If this group check fails, a deluge of icy water smashes into the party and they take 1d6 bludgeoning damage and 1d6 cold damage before the door gives way, spilling everyone into the stairwell behind the door.
7. **Surf!** The characters ride the door that was just broken free (by either their successful Strength check, or the crushing press of meltwater) over the wave as it cascades down the stairwell. The characters must succeed on a DC 12 Dexterity (Acrobatics) check to steer the door successfully to the bottom of the stairwell.

If the party succeeds on four or more of the group checks or saves, they make it out of the icy spire to safety before it collapses.

If the party failed four or more checks or saves, they only make it to the exterior ledge before the spire begins to break apart. They will be forced to jump from the ledge or be buried under tons of ice and water. Luckily, the snowbanks beside the tower remain fluffy and light, so a character that leaps from the ledge still only takes 3d6 bludgeoning damage.

CONCLUDING THE ADVENTURE

Once the party escapes the icy spire with the *Hoarfrost Flower*, they find the trek back to the *Undeniable's* landing site much, much easier than the trip out, with the clouds parting to let the sun shine down brightly on the white tundra.

True to her word, Captain Maedreth only waited three days before shoving off the island and beginning her journey home. However, if the party missed her departure, she and her crew will be able to see the blizzard clearing up and sunny skies prevailing over Icewhite Island once the party plucks the *Hoarfrost Flower* from the icy spire. She will then assume the party was successful, and with the danger to her crew and vessel passed, she will return to pick them up. Once brought back to Stormhome, the characters will be able to find their way back to Sharn with a chartered airship flight, courtesy of the Clifftop Guild, and earn their reward of 150 gp apiece.

Should the Deathsgaters accompany and aid the characters, they will part ways once the *Undeniable* makes port in Stormhome, giving their begrudging respect for having been

rescued. They will, however, be unhappy about the Clifftop Guild showing them up and completing the mission they were originally hired for.

If the party and the Deathsgaters came to blows and the Deathsgaters escaped (either by defeating the party or evading them), they were eventually able to make their way back to the wreck of the *Nightwood Cask* once the blizzard subsided, finding an old *speaking stone* hidden in the captain's quarters of the broken ship. They will use it to contact the Deathsgate Guild, and after their guild pulls some strings to bring them safely back to Sharn, they survive to encounter the Clifftop Adventurers' Guild in future episodes of Across Eberon: Convergence Manifesto.

THE CONVERGENCE MANIFESTO

With the *Hoarfrost Flower* handed over, Provost Faurious is one step closer to realizing his *Convergence Manifesto*. If the players wish to go on further missions for the Clifftop Adventurers' Guild, they can continue this adventure path in [AE01-04: Living Legend](#).



APPENDIX A: BESTIARY

ICE GOLEM

Large construct, neutral

Armor Class 13

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	16 (+3)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities cold, poison; piercing and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Dwarvish but can't speak

Challenge 6 (2,300 XP)

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

False Appearance. While the golem remains motionless, it is indistinguishable from an ordinary statue sculpted from ice.

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

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

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 5 (2d4) cold damage.

ICE MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

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

Skills Perception +2, Stealth +6

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

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

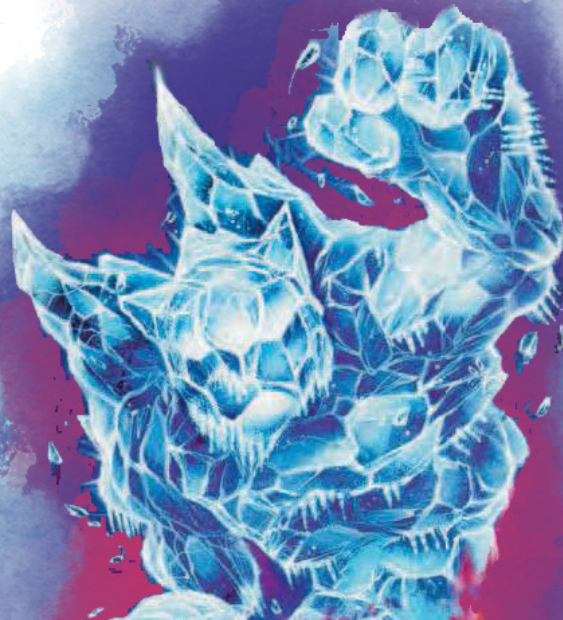
False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

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

Actions

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

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



SNOWFLAKE OOZE

Medium ooze, unaligned

Armor Class 9

Hit Points 90 (12d8 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	8 (-1)	11 (+0)	10 (+0)

Skills Perception +3, Stealth +3

Damage Vulnerabilities fire

Damage Immunities cold, poison

Condition Immunities blinded, charmed, deafened, exhaustion, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages –

Challenge 2 (450 XP)

Freezing Aura. At the start of each of the snowflake ooze's turns, each creature within 5 feet of it takes 2 (1d4) cold damage.

Camouflage. The snowflake ooze has advantage on Dexterity (Stealth) checks made in ice or snow.

Actions

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 5 (1d6 + 2) bludgeoning damage plus 9 (2d8) cold damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the ooze can't constrict another target.

Reactions

Split. When a snowflake ooze that is Medium or larger is subjected to bludgeoning damage, it splits into two new oozes if it has at least 10 hit points. Each new ooze has hit points equal to half the original ooze's, rounded down. New oozes are one size smaller than the original ooze.

STARVING YOUNG REMORHAZ

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 71 (11d10 + 11)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	3 (-4)	6 (-2)	4 (-3)

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 8

Languages –

Challenge 3 (700 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:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage plus 7 (2d6) fire damage.



APPENDIX B: DEATHSGATE NPCs

AENA THENNAS

Medium humanoid (elf), lawful evil

Armor Class 11
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	15 (+2)	12 (+1)	9 (-1)

Skills Arcana +4, Perception +3, Persuasion +1
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish
Challenge 1/4 (50 XP)

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

Spellcasting. Aena is a 1st-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *mending*
1st level (2 slots): *burning hands*, *feather fall*, *shield*

Special Equipment. Aena uses a *mabaran ebony wand* as an arcane focus, gaining a +1 bonus to damage rolls when dealing necrotic damage with cantrips she casts.

Actions

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

FERRIN

Small humanoid (halfling), neutral evil

Armor Class 15 (chain shirt)
Hit Points 14 (4d6)
Speed 25 ft.

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

Skills Deception +3, Perception +4, Stealth +4
Senses passive Perception 14
Languages Common, Halfling
Challenge 1/4 (50 XP)

Brave. Ferrin has advantage on saving throws against being frightened.

Halfling Nimbleness. Ferrin can move through the space of any creature that is of a size larger than his.

Lucky. When Ferrin rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Actions

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30 ft./120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it is damaged or if another creature takes an action to shake it awake.



GOR'AASHTA

Medium humanoid (half-orc), lawful neutral

Armor Class 13 (hide armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	9 (-1)	11 (+0)	10 (+0)

Skills Athletics +4, Insight +2, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1/4 (50 XP)

Reckless. At the start of his turn, Gor'aashta can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of its next turn.

Relentless Endurance. When reduced to 0 hit points, Gor'aashta drops to 1 hit point instead. He can only do this once per long rest.

Actions

Adamantine Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands. If Gor'aashta hits an object with this weapon, the hit is a critical hit.

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

APPENDIX C: HIRELINGS

Bow

Medium humanoid (warforged), lawful neutral

Armor Class 13 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Perception +3, Stealth +4, Survival +5

Damage Resistance poison

Senses passive Perception 18

Languages Common

Challenge 1/2 (100 XP)

Keen Hearing and Sight. Bow has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Warforged Resilience. Bow has advantage on saving throws against being poisoned, is immune to disease, and does not need to eat, drink, or breathe. Bow doesn't require sleep, does not become exhausted due to lack of rest, and can't be magically put to sleep.

Actions

Multiattack. Bow makes two melee attacks or two ranged attacks.

Iron Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

VALASHTAI

Medium humanoid (kalashtar), lawful good

Armor Class 10

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	11 (+0)	10 (+0)	10 (+0)	15 (+2)	12 (+1)

Skills Insight +6, Medicine +4, Religion +2

Damage Resistance psychic

Senses passive Perception 12

Languages Common, Quor, telepathy 60 ft.

Challenge 1/2 (100 XP)

Mind Link. As a bonus action, Valashtai can grant one creature she communicates with via telepathy the ability to respond to her telepathically until the start of her next turn.

Psychic Glamour. Valashtai has advantage on all Wisdom (Insight) checks.

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

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bles, cure wounds, guiding bolt*

Actions

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

Reactions

Dual Mind. When Valashtai makes a Wisdom saving throw, she can use her reaction to gain advantage on the roll.



APPENDIX D: DOOR PUZZLE PLAYER HANDOUT



APPENDIX E: DOOR PUZZLE DM ANSWER

