

DC-PoA-GSP03-01



The Missing Link

A Greasy Snitches Adventure



Someone went missing, which started the chain of kidnappings. Now, someone of important to an old man had been kidnapped. The old man is desperate to find out where they were taken. It's up to the adventurers to find out where the others were taken. Part 1 of *The Frozen Eye* series.

A Four-Hour Adventure for Level 1-4 Characters. Optimized for APL 2.

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Adventure Primer

This adventure is designed for **three to seven 1-4-level characters** and is optimized for **five characters with an average party level (APL) of 2**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in Easthaven.

Background

KUVA, KOVU, and KAVU, were three kobolds who travelled in a single trench coat. Located in **EASTHAVEN** they lived a normal life when one day Kuva was taken by a member of the **FROSTED EYE**, a small cult of **AURIL** found in the city.

Kuva, Kovu, and Kavv, are kobolds trying to live a normal life in Easthaven as they hide themselves against discrimination. They have not harmed any person or animal in the city except for the fish that they eat.

The Frosted Eye prides itself with the sacrifices that they give for Auril's blessing. They believe that they're the ones who are causing the eternal winter, and because of that, they continue to sacrifice any "unwanted" that they find.

VILLINUS is the cult leader of the Frosted Eye and is gathering sacrifices to Auril so that he could gain her blessing.

Overview

The adventure's story is spread over and takes approximately **4 hours** to play. The adventure begins with a Call to Action scene.

- **Call to Action: His Name Was Kuva.** Kovu and Kavv speak with the adventurers outside of the city limits of Easthaven where they ask for their help. This is the **Call to Action**.
- **Part 1: He's Somewhere Here.** The Adventurers explore the points of interest given by the two kobolds. There they'll explore the city of Easthaven.
- **Part 2: His Little Hidey Hole.** The adventurers find the entrance to the lair of the Frosted Eye. They search the many paths of the dungeon to find Kuva.

- **Part 3: Save Him.** Kuva is about to be sacrificed. Don't let him become another to be sent to Auril's halls.

Adventure Hooks

Visiting the Town. Visiting the town for any reason, such as for family or for food, the Kobolds find you and ask for your help.

A Guide's Duty. As a guide, Kovu approaches you and asks for your help, after all, you're an expert when it comes to people going missing.

A Small Reward. Rumors speak of an old man giving out a small reward to find someone related to him. Maybe this is a chance for some small income.

Call to Action: His Name Was Kuva

Estimated Duration: 15 minutes

The Limits of Easthaven

The snow falls around the area, covering the land in nothing but white. The characters find themselves outside the city limits.

Area Information

This area has the following features:

Dimensions & Terrain. Snow covers the entirety of the area, making the terrain difficult for adventurers without cold weather gear to travel.

Smells & Sounds. The dry air makes it difficult to smell anything in the area.

Weather & Lighting. The clouds cover the sun and sky, a normal day here in Icewind Dale. It's a dim day.

Creature Information

Kavu (LN kenku) and **Kovu** (LG kenku), both **Kobolds** are the ones who gave the quest to the adventurers, they hide themselves under the guise of an old man, hidden under their trench coat and their hat. Kavu acts as the speaker for the two, only speaking to Kovu if he needs any help in recalling any information.

They will avoid showing their true selves due to the discrimination found in the city. Only giving the adventurers the information, they need in order to find their lost friend.

Any character can notice that they are kobolds with a DC15 Wisdom (Perception) check, the party will notice that they are scaly and have a snout. If any adventurer calls out to what they are, the kobolds will beg and plead to make sure that the adventurers won't tell anyone about them.

Kavu would appeal to the adventurers who find out about them with money and other different rewards. If that doesn't work, he turns to the kindest adventurer and tries to plead with him, so that they don't get ratted out.

If the adventurers are kobolds like they are, the Kavu would provide them with a trench coat so that they could be hidden from the city guards.

Objectives/Goals. Kavu and Kavu only want their friend to be found. They will give any information and leads that the adventurers need in order to find him.

What Does He Know? Kavu can provide the following information once the characters have accepted the task:

- Kuva enjoys frequenting three different locations. The Walrus Tusk, The Silver Gauntlet, and The Iron Man.
- The Walrus Tusk is a fish market, Kavu loves fish, so he visits every day when the bazaar is opened just to smell the fish; because of that, all three kobolds are dragged along.
- The Silver Gauntlet is an armor shop found in the city. The armorer shines the weapons every morning before anyone wakes. Kavu would visit while the two kobolds slept. Maybe he was taken there?
- The Iron Man is a tavern found in the center of town. They sell some interesting drink here. There is also a drinking challenge, the winner's drinks are free. "The drinks there make me woozy and make me say wee! Sometimes I even get bigger!"

Roleplaying Kavu and Kovu

Kavu and Kovu form a tall humanoid figure while in their worn-out brown trench coat. Kavu hides his head in a leather hat, while Kovu hides his feet in leather boots. Kavu is childish compared to Kovu, however he knows how adventurers work. He enjoys joking around with people, making him more likeable than his friend. Kovu is a curious kobold, asking adventurers how they would do things and when they plan to do so.

Kovu is the one acting as the legs. Whenever Kavu makes a joke, Kovu would try to throw him off, but would try his best to not make Kovu fall.

Kavu would step on Kovu whenever they banter with one another, especially if Kovu tries to throw him off balance.

Together, they work well with one another. Not messing with each other to the point of destroying their disguise. At the end of the day, they only want to keep living here.

Treasures

Kavu and Kovu's reward will be given at the end of the adventure. See the **Rewards** section to figure out how much gold you can give to the characters.

Playing Homebrew

If you are playing this adventure as part of your homebrew game, Kavu and Kovu are willing to pay 100 GP together with the *Dust of Disappearance* instead.

Part 1: He's Somewhere Here.

Estimated Duration: 1 hour 30 minutes

Easthaven

Area Information

This area has the following features:

Dimensions & Terrain. Even with snow surrounding the area, the pathways are kept clear so that the locals and any visitors would not be troubled with heavy snow.

Weather & Lighting. Torchlight and magical light keep the pathways well-lit to avoid citizens getting lost in the large town.

Creature Information

Guards patrol the streets of Easthaven. Any troublemakers or kobolds that are seen will be caught and promptly removed from the town or imprisoned.

Kobold character could disguise themselves so that no guards or citizens would call attention to them.

The guards can be bribed with 1GP so that they would ignore the characters for the rest of the chapter.

Playing the Pillars

Combat. The locals in Easthaven are usually peaceful. However, starting conflict or trouble with the locals will attract the attention of 1d4 guards who may investigate and possibly arrest the adventurers.

Exploration. The adventurers have a choice of three different locations. It will be up to them to choose which location to go to in order to find out more on Kuva. The adventures have to go through at least 2 locations in order to find information on Kuva. The DM can roll a 1d6 to determine what random encounters will happen to the party. 1-2 for R1, 3-4 for R2, and 5-6 for R3. If you roll R2 before the first location, reroll for another encounter.

Social. The many locals here are normally welcoming to outsiders, however when it comes to kobolds, the party will suffer a disadvantage on all Charisma checks during social encounters, unless stated otherwise.

The Walrus Tusk

A fish market by the border of the city of Easthaven, this market operates in a bazaar-like style where they open once a month for a few days.

Area Information

This area has the following features:

Dimensions & Terrain. The fish market has a slippery and moist floor. It's a crowded place with a lot of people.

Sounds & Smells. The scent of fish fills the air as the sounds of talking people flood everyone's ears.

Merchants. The merchants will all lead the party to Vance. Especially if they have no interest in buying any wares from them.

Vance's Tiny Hut. A magical hut found in the center of the market. This hut operates the same as *Leomund's Tiny Hut*. It appears as a fancy small tent, where a display of fish is placed in front of the door. The fish being sold are priced at 5GP.

Creature Information

Vance Folds (TN human) is the head merchant in The Walrus Tusk. He's kind to any customers who appear before him, but if they show no interest to the fish or anything else, he discards them. He wants to display the fish he's captured from the different planes of existence. To Vance, kobolds are just another customer, which are rarer in the city.

Goals/Objectives. Vance only wants two things: money or something interesting.

What Does He Know? Vance can provide the following information once you either buy wares or accept a favor from him in the future:

- There was a commotion caused at the back of the market around two nights ago, a person was kidnapped by a bunch of hoodlums, at

least according to those who were there late those times.

- There are rumors in the next town over, something about adventurers bringing in a new artifact, it's interesting and something I'd want to see.

If this is the second area that the adventurers, add the following information:

- There's a gang calling themselves the Frozen Eye. Last I heard of them, they were all captured. I guess they've returned and are wandering about the town again. I heard that they were loitering about at The Black Tree. They might be there.

Treasure

After accepting the favor from Vance, he gives the party a *Potion of Climbing* as a form of insurance.

The Silver Gauntlet

A hidden store in Easthaven, this store sells the finest wares anywhere in the city. A lone man named Isaac Pewter runs the store and will sell a weapon to anyone except kobolds.

Area Information

This area has the following features:

Dimensions & Terrain. Displays cover the area with different armors and weapons inside. A forge stands at the back of the store, where Isaac creates each of his wares found in the store.

Sounds & Smells. The bellowing of flames can be heard out back along with the clanging of metal. The scent of fire covers your nose.

Weather & Lighting. The store is well-lit to display their wares in the best possible way. The armors shine, reflecting the magical light that the store has.

Displays. The displays show the best weapons and armor that you have ever seen. The party can roll a DC 15 Intelligence (Arcana) check to determine that the weapons are magical in nature. Isaac will refuse to sell any of the magical weapons in display as, "You have not yet proven yourselves."

Playing Homebrew

If you are playing this adventure as part of your homebrew game, Isaac will be willing to sell these items for 1000 GP a piece or for a favor worth the item.

Creature Information

Isaac Pewter (CN human) is the owner of the Silver Gauntlet, a store that sells wares of the highest make. Their owner is a curious man with an expertise in crafting the wares he sells. Blunt and straightforward with his words to anyone who comes into his store. Anyone who shows interest in his craft will get his attention. Once you get to talk to him, the party can make a DC13 Charisma (Persuasion or Intimidation) check to get him to talk to you.

Goals/Objectives. Isaac is looking for someone to take over The Silver Gauntlet.

What Does He Know? Isaac can provide the following information once you ask him:

- Rumors have it that there's a cult that have come back to life. At least that's what they say about all the disappearances here in the city.
- Termalaine has been getting an interesting new metal. What could be made with it?
- Kuva? I don't know. Though you could ask the mage in The Walrus Tusk. He might know something.
- If none of those work, there's definitely people in The Iron Man who you could ask. Lots of drunks there, could find someone there to ask.

The Iron Man

This tavern sells cheap ale, and isn't the most comfortable place to stay in. However, it has drinking competitions called the "Drinkathon".

Area Information

This area has the following features:

Dimensions & Terrain. A two-floor tavern filled with customers. The first floor has tables and chairs scattered around the place.

Sounds & Smells. The smell of alcohol has stained the air, the sounds of cheerful men, as well as drinks sloshing around their containers.

Drinkathon. This competition is a drink-all-you-can competition, where the winner will be the one to drink the most. Any character who

participates in this competition starts with a DC 10 Constitution save, then must make a DC 13 Constitution save for the second round of drinks, , and finally a DC 15 Constitution save for the last round. After the party completes the three drinks, they win the Drinkathon and receive a reward from Alistar.

Patrons. The patrons of The Iron Man are friendly. Socializing with them and egging them to keep drinking.

Creature Information

Alistar Rights (CG half-elf) is the owner of The Iron Man tavern. He holds a Drinkathon every day, where he'll award the winner a pouch of *Dust of Disappearance* as well as unlimited drinks for the rest of the day. To get the attention of Alistar, the party must either win or at least participate in the Drinkathon, or roll a DC 15 Charisma (Persuasion) check.

Goals/Objectives. Alistar wants everyone to get drunk so that he'll have enough money to get out of this town.

What Does He Know? Alistar can provide the following information once the characters grab his attention:

- Kuva? I heard that they last saw the poor fellow get taken into an old shop called "The Black Tree". He might still be there.
- Good Mead has a new shipment coming to Bryn Shander, I hope to get one of those one day.
- Cult? There's one called the Frozen Eye coming back to life from their early retirement.

Treasure

If the adventurers win, they will be given *Dust of Disappearance* by Alistar Rights.

R1. A Bunch of Drunks

Drunkards bump into the party and start trouble with them.

Area Information

This area has the following features:

Dimensions & Terrain. The tight road is 15 ft. wide.

Smells & Sounds. Alcohol covers the scent of the air around the drunkards, as they drunkenly sing their merry songs and make their merry way.

Weather & Lighting. Snow continues to fall onto the ground as it makes the entire place look a pale white.

Creature Information

Three **bandits** walk around drunkenly. They carry around their weapons so when they bump into adventurers, they draw their blades ready to fight. The adventurers could convince the drunkards to back down with a DC 13 Charisma (Intimidation) check. The drunkards will not kill the adventurers, only knocking them out if ever they fight with them.

Goals/Objectives. The drunkards aim to beat down anyone who gets in their way.

What Do They Know? The drunkards know the following information once you convince them to calm down:

- There were a bunch of sketchy individuals wandering around near The Iron Man. Maybe they're the ones you're looking for.
- There's a magic man in The Walrus Tusk. He might be able to help you with what you need. Don't ask a bunch of drunks like us.

R2. Roaming Cultists

There are robed men wandering around in the town looking for their new sacrifice to Auril. They find the adventurers trying to find their way around the city.

Area Information

This area has the following features:

Dimensions & Terrain. The road is covered in snow, making it difficult terrain. It is a 15ft. wide pathway which ends after 45ft. in an alley.

Weather & Lighting. Snow continues to fall onto the ground, covering the area white. Natural lighting makes the place dim, as the sun is still covered by the never-ending winter of Auril.

Creature Information

One **thug** and two **cultists** roam the area looking for a new sacrifice. They will ambush the party, making a Dexterity (Stealth) check to hide from the party before attacking. The three are in uniform, wearing robes which all look alike. Once defeated, the adventurers can take their cultist robes and their ritual daggers.

The cultist robes are tattered from the fight that ensued, it seems that the robes can only be used for a short time before breaking.

Goals/Objectives. They will hunt for new sacrifices. Prioritizing kobolds and other monstrous races.

What Do They Know? The cultists can be intimidated to answer with a DC10 Charisma (Intimidation) check. They can be forced to reveal the following information:

- The Frozen Eye is hidden in The Black Tree. That's where they sacrifice the ones they've captured.
- If the guards at the front ask for a password, there is no password.
- You'll never get your friend; he's being sacrificed later tonight.

R3. A Few Questions

"Halt!", a command echoes towards the party as a guard approaches, ready to ask them questions.

Area Information

This area has the following features:

Dimensions & Terrain. The town square is filled with people of all kinds, the pathways are cleared by the workers of the city so that no one slips.

Sounds & Smells. The sound of people walking and talking around the square could be heard.

Weather & Lighting. Continuous Flame burn bright in the lamp posts around the town square.

Creature Information

Two **guards** ask the adventurers a series of questions, ready to fight if needed. They use their power as part of the city guard to ask the

adventurers anything they need to know. The questions they'll ask are the following:

- Have you seen any Kobolds in the city?
- Are you new here? If so, have you greeted the head of our town?
- Have you seen anything suspicious lately?

If the adventurers have caused any trouble, the guards will try to arrest them here, Trying to force them out of the city. If the adventurers know that Kovu and Kavu are kobolds, they will need to make a DC 13 Charisma (Deception) check to lie to the guards. Otherwise, the guards will continue harrassing the party

Goals/Objectives. The guards are investigating activity of the Frozen Eye.

What Do They Know? The guards can provide the following information once their questions have been answered:

- Gang activity has been on the rise as well as kidnappings. We're here to find out why.
- They call themselves the Frozen Eye, we're not sure where their hideout is.
- There have been strange lizard tracks running around in the city. We're making sure that there aren't any kobolds wandering about.

Part 2: His Little Hidey Hole

Estimated Duration: 1 hour 30 minutes

The Black Tree

An abandoned shop found deep within the town where no one looks. A shop of many different wares, it failed in its business soon as it tried.

Area Information

This area has the following features:

Dimensions & Terrain. Snow is blown through the entrance as the door was left open. Dust covers the floor and shelves of the store, making it clear that this place was long abandoned by its owners.

Smells & Sounds. The chattering of neighbors and other locals that pass by are the only ones that are heard.

Weather & Lighting. Only natural lighting creeps into the store. Dim light covers the area, getting darker as you go deeper into the store.

Hidden Trapdoor. This trapdoor is hidden behind the counter of the store. To find this, any character can make a DC13 Wisdom (Perception) check or a DC10 Intelligence (Investigation) check to find the door, which will lead to The Frozen Eye Hideout.

The Frozen Eye Hideout

Stairs leading down into a stone cavern hidden beneath the city of Easthaven.

Area Information

This area has the following features:

Dimensions & Terrain. The stone cavern is dusty. There's hay every now and then to make the floor soft.

Smells & Sounds. The cold makes it difficult to smell anything in the cavern. There are barely any sounds heard throughout the cavern except the echoing of the party's footsteps.

Weather & Lighting. Dim torchlight is the only source in the entirety of the cavern. The cold from outside peeks inside, only being countered by the warmth of the torchlight.

Secret Doors. There are multiple secret doors throughout the cavern, which can be found with a DC13 Wisdom (Perception) check to find the outlines of the doors or a DC13 Wisdom (Survival) check to find the tracks of the people who go through the doors. These pathways are short and dusty, with the same lighting as the rest of the cave.

A1. The Entrance

The dusty entrance of the cave which comes down from the trap door.

Area Information

This area has the following features:

Dimensions & Terrain. This short, 10ft. wide pathway is where the party starts. There's a sharp left turn at the end of the hallway which leads to a door.

Smells & Sounds. The sound of people talking could be heard behind the next door. No clear words could be heard from them.

A2. The Guardhouse

A small room which acts as the gate before the rest of the hideout.

Area Information

This area has the following features:

Dimensions & Terrain. A large, wide room, which has a small table and a few chairs at the corner of the room.

Smells & Sounds. The smell of alcohol fills the air as two drunk guards play cards while talking with one another.

Creature Information

Two **guards** watch the entrance. Both distracted by the game they play. The two guards are intoxicated, making them easier to get past. A character can roll a DC 8 Dexterity (Stealth) check to get past their watch. If a character decides to walk through the entrance without

sneaking, the guards will notice the party. If the characters are wearing the robes from **R2**, they can get through the guards without question. However, if the party does not have the robes. The guards will ask them the following questions:

- Where are your robes?
- What's the password?
- Where's your knife?

If the characters do not know the answers, they can roll a DC13 Charisma (Deception) check with advantage to get through.

Objectives/Goals. The guards are there to stop intruders from getting into the hideout.

What Do They Know? The guards can provide the following information once you've convinced them:

- Your friends are over by the mess hall to the left.
- Kovu? Is that the kobold? He's somewhere inside there.
- Sacrifice? He's in the cell, being prepared for his time.

A3. Storage Room

As the adventurers open the doors, they're greeted by dust and by boxes.

Area Information

This area has the following details:

Dimensions & Terrain. A small 15ft. by 15ft. room, that contains boxes. It's a tight fit for any adventurer to walk through.

Weather & Lighting. The room does not have any light, bathing it in full darkness.

A4. Mess Hall

A large room where most if not all the cultists stay.

Area Information

This area has the following details:

Dimensions & Terrain. The large room has hay scattered all over the floor to try and soften

it. A large table is set at the side where there are many chairs.

Weather & Lighting. The mess hall is lit with magical lights so that they'd never die out.

Creature Information

Three **cultists** and one **thug** stay in the area, talking about what they could do next and wondering if the sacrifices actually are worth doing. If they see the adventurers without any disguise, they will draw their weapons and fight. If the adventurers are wearing disguises, they will talk to them, asking who they are. As long as they wear a disguise, the adventurers must make a DC13 Charisma (Deception) check to make it through without doubt.

Objectives/Goals. They want to bring about an eternal winter, sacrificing anything to Auril so that she would do so.

What Do They Know? The cultists can provide the following information once they have been convinced or beaten:

- The master's room is hidden in the storage room. Behind the boxes is the door.
- The kobold is about to be sacrificed. You'll never get to him on time.
- We'll sacrifice many more for the glory of Auril!

A5. Prison Cell

A small prison cell which is empty. At least until someone calls out, "Help!"

Area Information

This area has the following details:

Dimensions & Terrain. A small 15ft. by 15ft. room with a bed at the side and a toilet at the corner.

Smells & Sounds. The scent of dried blood covers your nose.

Blood. The blood is dried from being there for a while.

Lock. The lock of the cage can be opened with a DC10 Dexterity (Thieves' Tools) check.

Creature Information

Sigurd (CG human) is locked in the cage. He used *Dust of Disappearance* to disappear from his own cage, but that didn't help him in escaping. He wants to escape and asks the adventurers for their help.

Objectives/Goals. He wants to get out of his cell so that he could continue his journey.

What Does He Know? Sigurd can provide the following information once you have freed him from his cage:

- The Frozen Eye are planning something else, and I'm here to know what.
- There's more to this than what's happening now. Can you stop them?

A6. Latrine

The scent hits you once you open the door.

Area Information

This area has the following details:

Dimensions & Terrain. A small 10ft. by 10ft. room which has a toilet at the corner of the room.

Smells & Sounds. The scent of feces fills the characters' nose as they open the door. Anyone entering must make a DC10 Constitution save else be Poisoned.

A7. The Mural

A large mural that is hung on a stone slab greets the characters when they enter the room.

Area Information

This area has the following details:

Dimensions & Terrain. A large room with nothing else but the slab and mural. Snow covers the floor which remains un-melted.

Weather & Lighting. Magical flames illuminate the room, providing no warmth. The room is significantly colder than any other room here.

Mural. The mural is that of Auril, looking down on Icewind Dale, a horde of icy creatures from her coming down to the Ten-Towns. Any character can make a DC 15 Intelligence

(Religion) check or a DC 15 Intelligence (History) check to find out that this was an ancient story of how the world would end.

Mysterious Boots. A pair of magical boots could be found in the corner of the room.

Creature Information

A **snow golem** hides as a pool of snow beneath the adventurers. If the adventurers try to take the mural or the boots in the corner of the room, the snow golem will come to life and try to kill the adventurers. The golem will prioritize the one holding the mural as its target.

Goals/Objectives. Protect the mural at all costs.

Treasures

Once defeated, the snow golem melts and reveals *Boots of False Tracks* within it.

Playing Homebrew

If you are playing this adventure as part of your homebrew game, the mural can be sold for 50GP to a historian.

A8. The Master's Room

Once the adventurers arrive here, move to **Part 3: Save Him.**

Part 3: Save Him

Estimated Duration: 45 minutes

Area Information

This area has the following details:

Dimensions & Terrain. A large 35 ft. by 20 ft. stone room. On the other side is a sacrificial table with dried blood stained onto its sides. Stone statues by the entrance watch over the sacrifices that happen here.

Smells & Sounds. Screams echo in the room, as the cultist says his prayers and worship to Auril. The scent of dried blood fills the air.

Weather & Lighting. Magical flames light the area, making it bathed in bright light.

Creature Information

Villinus (LE human, **cult fanatic**) is the one standing before the adventurers. He greets those who enter his room and ask if they wish to watch the sacrifice he is about to do. If the adventurers admit that they wish to save the kobold, he will fight back. Having known that the adventurers would be here, Villinus has a *spiritual weapon* ready by one of the statues.

Objectives/Goals. To bring about a never-ending winter, to sacrifice the same way the people above are sacrificing people for the winter to end.

Kuva (CG kobolds, **Icwind kobold**), is trying his best to escape from death at the hands of Villinus.

Objectives/Goals. Kuva wants to escape from being sacrificed.

Development

If the adventurers defeat Villinus before he sacrifices Kuva, read the following:

Villinus draws his blade before your last strike, "Accept my sacrifice, Auril", he says as he draws his own blood, throwing the blade onto the table as your strike lands. Villinus falls onto his knees before falling flat onto the ground.

Conclusion

If the party managed to save Kuva, he will thank you as he hides himself in his miniature trench coat, asking you where his friends are.

Once the adventurers return to the two kobolds, they thank the adventurers. Kuva throws away his disguise as he joins them once more, making the old man into a much larger man.

Rewards

At the **end of the session**, the characters receive the rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement.

Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

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

Tier	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 Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Handout 1**:

- *Potion of Climbing*
- *Boots of False Tracks*
- *Dust of Disappearance*

Dramatis Personae

The following NPCs feature prominently in this adventure.

Villinus (Vi-li-nus)

Lawful Evil Human Cultist

The cultist who revived The Frozen Eye in the town of Easthaven. He started this due to a dream given to him.

Grand Scheme. Villinus wanted to fulfill the dream of the never-ending winter, and that required him to sacrifice unwanted citizens of Easthaven.

Cult Leader. He only leads a branch of the cult, the main branch being in the city of Termalaine.

Vance Folds

True Neutral Human Mage

Vance is an archmage and the owner of The Walrus Tusk. He wants nothing more but to sell the fish that he's captured from his adventures.

Grand Scheme. Vance is looking for an adventurer he could trust. Someone who would help him without question, all for a single task that he's been planning for as long as he could remember.

Fish Wizard. The market gives him the ability to go around to the different towns. With that, he would be able to do his grand scheme.

Creature Statistic

Bandit

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

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

Cultist

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

Cult Fanatic

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy
1st level (4 slots): command, inflict wounds, shield of faith

2nd level (3 slots): hold person, spiritual weapon

Actions

Multiattack. The fanatic makes two melee attacks.

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

Guard

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

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)

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

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge ½ (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

Snow Golem

Medium construct, unaligned

Armor Class 8

Hit Points 39 (6d8 + 12)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	1 (-5)	6 (-2)	1 (-5)

Damage Vulnerabilities fire

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

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages –

Challenge 3 (700 XP)

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.

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

Melt. While in an area of extreme heat, the golem loses 1d6 hit points at the start of each of its turns.

Unusual Nature. The golem doesn't require, food, drink, or sleep.

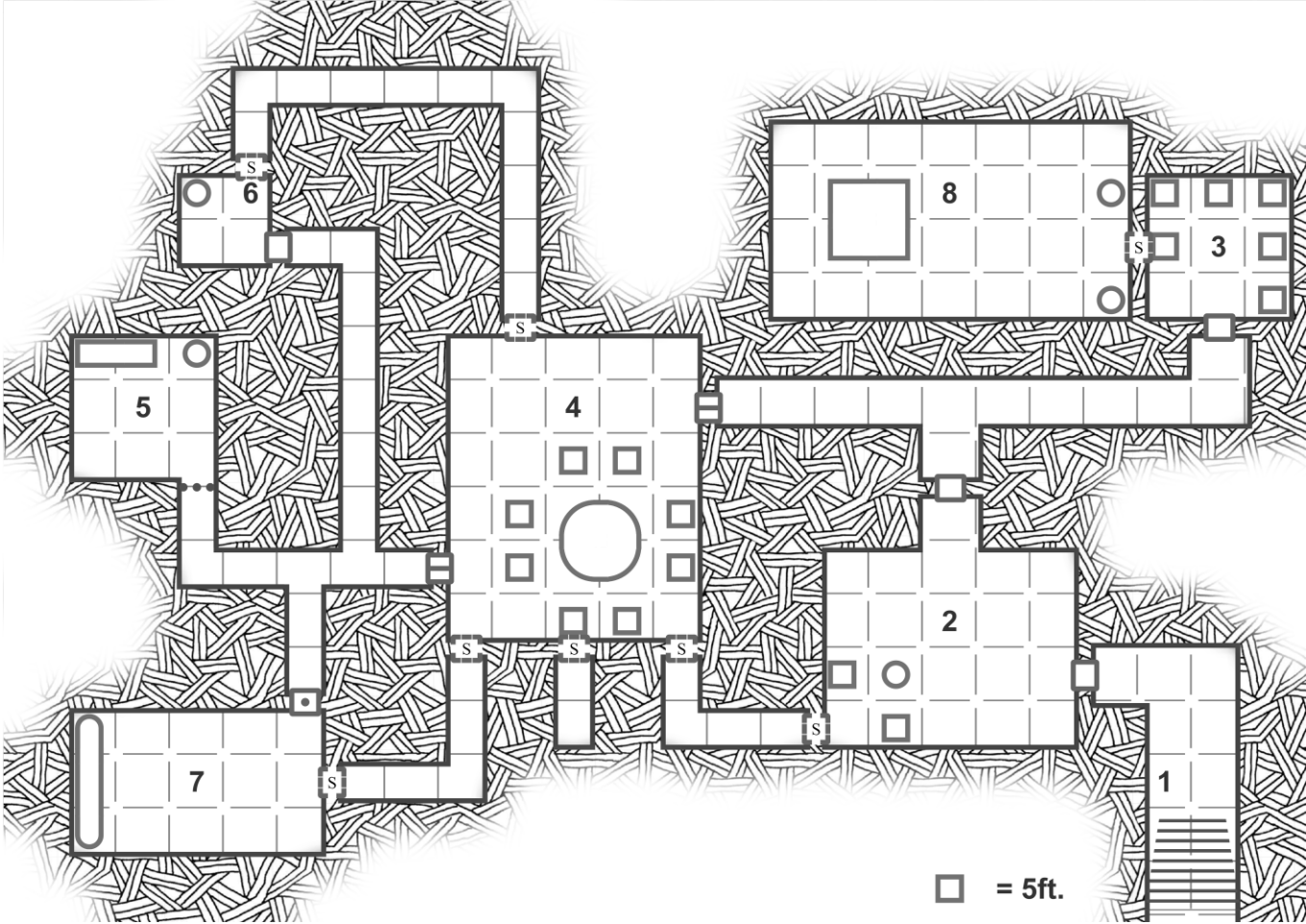
Actions

Multiattack. The golem makes three melee attacks.

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

Snowball. *Ranged Weapon Attack:* +0 to hit, range 60 ft., one target. *Hit:* 9 (2d6 + 2) cold damage.

Maps – The Frozen Eye Hideout



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 to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to the Annual Storyline?

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<http://dndadventurersleague.org/storyline-seasons/descent-into-avernus/>

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. Familiar 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 Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

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

that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League 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.

Adjusting This Adventure

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

Determining Party Strength

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