



FRIENDS IN NEED

Faction agents have braved the Glacier of the White Worm and arrived at the Monastery of the Yellow Rose, only to be denied entry. It's up to you and your companions to secure their entry, but it's sure to be a wild ride.

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



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Introduction

Welcome to *Friends in Need*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play. This adventure is proudly presented for KantCon 2018 in Kansas City, KS (<http://www.kantcon.com>) by the Circle of Salt (<http://www.circleofsalt.org>), a company of Dungeon Masters, players, and boon companions dedicated to good gaming.

This adventure takes place in the Moonsea region, specifically the dangerous spaces between Mulmaster and the Monastery of the Yellow Rose, including the Earthspur Mountains and the Glacier of the White Worm.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

Determining Party Strength

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or

appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

*Love has no meaning, not where they come from,
But we know pleasure, is not that simple
Very little, fruit is forbidden*

Sometimes we wobble, sometimes we're strong.
-Shriekback, *Nemesis*

Adventure Background

Everyone's been there: your best friends are getting married, and you just can't quite find the perfect gift for them, y'know? Well, as it turns out, adventurers are no better off in this regard than their more mundane fellows; if anything, their desire to both please and leave a lasting impression makes things twice as difficult for them as for the rest of us.

The Lady Riesling Sutter and her boon companion Ashlinn find themselves facing a similar quandary at the outset of this adventure. Oh, they know the perfect gift for their soon-to-be-married friends: an artwork known as the Connubial Monad, rumored to be produce nearly pure bliss and contentment in any loving romantic partners who behold its splendor. Riesling's research determined that the Monad's creator is sequestered inside the Monastery of the Yellow Rose, so the pair set out post haste.

Much to Riesling and Ashlinn's chagrin, their attempts to enter the monastery have been thwarted at every turn. Since the devastation in Mulmaster, the monks have closed the monastery to pilgrims and the creator of the Monad has dismissed requests for audience outright. Riesling is convinced that, if they can just talk to the artist, he'll see things her way, but that requires getting in. She's found hope in another pilgrim, Old Mother Hin, who knows a way to prove them worthy of entry, but Ashlinn forbids it. Riesling calls on an old friend, Val, to send help.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Riesling and Ashlinn (REESE-ling and ASH-lin). The Lady Riesling Sutter is a half-elf Harper agent used to getting her way. Ashlinn of the Order of the Gauntlet is her half-orc friend, bodyguard, and boon companion. The pair is rarely seen apart and almost never out of earshot of one another.

Val (VAL). Val is an enigmatic and overly-friendly elf woman, who sometimes works as a fixer and information broker. She's recently adopted several orphans and is unable to help her friends on her own.

Old Mother Hin (HIN). 277-year-old halfling master monk. Old Mother Hin is small, spry, and weathered. She seeks out new sensations and lives each day to the fullest.

The Earthspur Mountains. A rugged mountain range approximately 90 miles southeast of Mulmaster, upon which rests the Glacier of the White Worm.

The Glacier of the White Worm (WURM). A vast expanse of ice and stones that sits atop the Earthspur Mountains, named for the white remorhaz that roam the glacier.

Adventure Overview

The adventure is broken down into three parts:

Part 1. The characters meet Val at the Black Blade and Bloody Boar at the behest of their factions. Val is calling in favors to help out some friends of hers at the Monastery of the Yellow Rose. The characters must travel to the monastery to provide assistance.

Part 2. Traveling along the White River through the Earthspur Mountains and across the Glacier of the White Worm, the characters encounter no end of creatures and obstacles.

Part 3. Once at the Monastery of the Yellow Rose, the characters become wrapped up in Riesling's plan to convince the monks that the group is interesting enough to enter. The characters travel with Old Mother Hin to an ancient spot where Yellow Rose monks would ride white remorhaz and help her revive the old tradition.

Adventure Hooks

Favors are the currency of choice amongst the factions, and it is changing hands quite a bit due to Val's machinations.

A Favor Returned. Characters without a faction still receive help from them. The factions have long memories and expect that the characters will answer when they call.

Emerald Enclave (Faction Assignment). The Enclave is interested rooting out any remnants of the Elemental Cults and eliminating their threat to the balance of nature. In clearing the faction's debts to Val, remain vigilant and bring back any proof you find.

Lord's Alliance (Faction Assignment). Restored mines in the Earthspur Mountains are returning good yields to Mulmaster, but they would be better if characters can root out whom or what has been disrupting shipments.

Zhentarim (Faction Assignment). Val's mission will take the characters to a river crossing. A Zhentarim agent herself, Val needs the characters to deliver a package to another agent that watches the crossing, no questions asked and no tampering.

Part 1. Just When I Thought I Was Out...

Estimated Duration: 15 minutes

Key Encounter Plot Point

The characters learn that important agents of the Harpers and the Order of the Gauntlet are stuck outside the Monastery of the Yellow Rose, their petitions to enter denied. Travel to the monastery is dangerous for a lot of reasons, but favors were called in. The characters need to brave the journey and help the faction agents gain entry.

General Features

The Black Blade and Bloody Boar is a recently-rebuilt tavern in what now passes for Mulmaster's dockside

Terrain. The floors are new hardwood, freshly waxed, but creaky when the tavern is quiet.

Light. All areas of the tavern are lit with candles and lanterns (bright light)

Smells and Sounds. Raucous conversation between crafts folk ending out their tiring days, returned regulars, and the occasion burst of song serve to liven up the saltwater-smelling tavern.

A. Pulled Back In

The adventure begins with the characters already in Mulmaster. Agents of their factions have directed them to the Black Blade and Bloody Boar to repay owed favors.

Read or paraphrase following:

While not as bustling as some of the local orphanages, the Black Blade and Bloody Boot seems to have recovered from the devastation visited on Mulmaster with aplomb. The establishment is packed with crafts folk of all stripes, here to wind down from the tiring work of rebuilding a city. The smells of strong ale and fresh sausages assail your nostrils. A young half-orc with several trays balanced on an outstretched arm notices your entry and directs you to a table in the center of the packed dining area. "Val reserved that one. She'll be down in two shakes. Go have a seat."
(Continued...)

Taking seats, you begin to size up the others at the table but are distracted by a slight elven woman who is clearly out of place in the Boot. She wears a too-bright green dress and has an infant slung in a red silk sash over her left shoulder. As your gaze falls on her, she finishes her mug, nods, and joins your group at an empty chair. She gives your group a quick once-over before getting right to business. "Hey there. I'm Val, and this little guy..." she smiles as she tucks a furred, six-fingered paw back into her sash "...is Eyrie. Thanks for coming. I called in a few favors to get you to help my friends, so I hope you're all up for it. I'd go myself, but motherhood has to take priority right now. The job pays 25 platinum pieces each upon completion, takes a little over a tenday of dangerous travel, and involves helping some friends of mine break into a monastery. You game?"

Not one to mince words, Val likes to secure agreements quickly and gets right to the point. She'll share the following information with the characters:

- Yes, she did say each. No, the fee is not negotiable. Opportunities to earn more coin tend to present themselves on the road, so stay sharp.
- Val needs the characters to travel to the Monastery of the Yellow Rose, over the Earthspur Mountains and past the Glacier of the White Worm, to meet two friends of hers who need something from the inside.
- Her friends are Riesling Sutter of the Harpers and her companion Ashlinn of the Order of the Gauntlet. The pair wants something from inside the monastery, but can't seem to get inside. They're renowned for their virtuous and prudish natures, and Val thinks that's likely the problem.
- Val knows that's disappointing to some, so she's willing to ease the travel burden a bit by securing passage for the characters on a boat headed to Ironfang Deep. It won't save a lot of travel time, but it'll beat walking. Keep following the White River through the Earthspurs and across the Glacier of the White Worm to the Monastery of the Yellow Rose.
- It could get cold, so be sure to pick up some cold weather gear on the way. Val knows a merchant that will sell the characters some for 4 gold pieces per set. That's a discount for sure!
- Oh, and don't try to fly. Val tried sending help via Wind Walk, and she hasn't heard from that group since they left yesterday. It serves them right for not heeding Val's warnings about the dragon that haunts the glacier.

If asked about the Monastery of the Yellow Rose itself, Val can offer the following pieces of highly speculative hearsay.

- The monks are divided into two castes – martial and scholarly. They work together to run the monastery. Martial monks provide defense and training, while the scholarly monks contemplate the great mysteries of the universe and day-to-day operations.
- Just before Mulmaster was nearly destroyed, rumor had it that an arm of the Elemental Cults had taken root in the monastery. Heroes were able to drive the cult infiltrators out, but the monks have been paranoid about outsiders ever since. (Note: These events are described on DDEX02-13 The Howling Void.)
- A group of pilgrims, petitioners, and perspective students has built up outside the monastery. They believe that patience is the key to gaining entry to the monastery or attention from the monks.
- Where there are large groups of itinerant pilgrims, one will usually find savvy folk intent on making some coin from the situation. A small village of these folk has sprung up around the monastery, and that's where the characters will find Riesling and Ashlinn.

Once the characters have asked their fill of questions, Val provides characters from the Lord's Alliance, The Emerald Enclave, and the Zhentarim with letters from their faction outlining their faction assignments. She then instructs them to meet at what's left of the harbor to board The Weary Wyvern in two hours' time. The ragged cog takes the characters on an uneventful trip to roads leading to Ironfang Deep and on to Part 2.

Roleplaying Val

Tiny for an elf and dressed as she is, it would be hard to guess that Val is a veteran adventurer and Zhentarim operative. She dotes on the child in her sling whenever possible and doesn't like to digress from the topic at hand. Her attention is nigh-absolute and almost chilling. She leans backward deliberately when others are talking as if trying to divine the bigger picture at work in the words. She raises eyebrows, laughs at jokes, and generally encourages others around her to share.

Quote: "Surely that isn't news to you, seasoned adventurer that you are." And "The child is healthy and happy and doesn't need to justify herself to you. Isn't that right, little Eyrie?"

Cold Weather Clothing

Before heading out to meet the Weary Wyvern, the characters can buy supplies in Mulmaster. In addition to the normal items for sale in the Player's Handbook, inform the characters that cold weather outfits are available for 4 gp each (twice the cost of normal traveler's clothing).

We're Flying Anyway!

Some crafty adventurer is bound to have access to wind walk or some other means of reliable flying transport. That's great! Just because Val warns against it doesn't mean that flying is impossible. Read up on the means the characters would like to use and adjust the order of encounters a bit.

For example, a party on a set of flying carpets could skip the earth cult encounters (Earthspur Options 1 and 2) entirely, cross the river (Crossing Option 1 or 2, followed by the Crossing Conclusion), and then encounter either the Blizzard or the Air Elementals in the air (Glacier Option 1 or 2) before reaching the monastery. Once the party sets out with Old Mother Hin, you can add your choice or Earthspur options as the party travels to the glacier again.

I'm Opening the Package

Not every Zhentarim understands what "no questions asked" really means, and they may insist on opening the package they've been asked to deliver. That's great! A little paranoia never hurt anyone. If you're running Crossing Option 1: Ice Troll Toll, the character that opens the package must succeed on a DC 15 Constitution saving throw or be poisoned for 24 hours (It's really stinky cheese, made from pickled shark). Call for a Dexterity (Sleight of Hand) or Intelligence (Forgery Tools) check to re-seal the package after revealing the contents. When the character hands over the package, make a big show of examining it closely (roll dice, reference the check result, ask about it, whatever builds up tension) before shrugging and continuing.

A little paranoia works both ways.

Part 2. Getting there is Half the Fun

Estimated Duration: 120 minutes (approximately 40 minutes per section)

The journey to the Monastery of the Yellow Rose follows the White River around the Earthspur Mountains and across the Glacier of the White Worm. Peril presents itself at each stage of the journey, represented by choosing between Earthspur Option 1 or 2, then Crossing Option 1 or 2, followed by Crossing Conclusion, then choosing Glacier Option 1 and/or 2.

Val's arrangements hold true and her friends on the cog deposit you along the White River without incident. You find your way along the river easily enough and the Earthspur Mountains loom ahead. Each time that you thank the gods for unseasonable warmth, a gust of wind across the river reminds you of your march toward the Glacier of the White Worm. The river itself surges in fits and starts as you travel its banks, and several areas of gravel-thick sandbars and wild rapids answer the unspoken question of why Val didn't recommend bringing along a raft.

General Features

The path to the monastery has the following general features:

Terrain. The icy waters of the White River cut through the Earthspur Mountains, making the area wet, cold, and fraught with loose rock and stray patches of ice as the path winds toward the Glacier of the White Worm. The Earthspur portion of the journey features lots of crowded spaces and unsure footings close to the river. On the glacier, the terrain becomes icy and uneven.

Weather. The journey is blessed (until nearer the end) with clear skies decent visibility. Higher ground abounds, and can be climbed with little difficulty to gain better views. Occasional fog from the river or the glacier could lightly obscure areas further along the path.

Light. Unless otherwise specified, encounters along the path to the monastery occur during the day in bright light.

Smells and Sounds. The White River is constantly noisy, punctuated by the occasional sounds of rocks falling or lonely howls from the distance. On the glacier, high winds sometimes whip across the open area, carrying the sounds of creaking ice along with them.

Travel Pace. Keep distance and travel times as abstract as you like, paying special attention to the favored terrain choices of any rangers in the party. Val didn't provide a time expectation for the journey, but dawdling overmuch delays her promised payment to the characters. Allow the party to

rest normally during the journey, set marching orders and camping roles, and spend as much time as is fun on the logistics of the trip. Note that long rests taken during the journey only restore half of a character's spent hit dice.

Earthspur Option 1: Burrowshark Attack!

Estimated Duration: 40 minutes

The river turns sharply to the north just ahead, creating a pool of crystal-clear water at the bend. The high walls of the ravine ease away from the river to form a clearing around the pool. A well-used fire pit and areas of flattened earth in the clearing mark this as a well, if not recently, used camping spot.

As you contemplate the time and the convenience of the space, thinking of camping a bit away from the river and out of the wind, your reverie is disrupted by a low rumbling in the ground beneath your feet. The rumble becomes a deafening crack as men in stony armor atop burrowing shark-like creatures spring from the earth and leap to attack!

Three **burrowsharks** mounted on **bulettes** emerge from the ground near the characters and attack. The burrowsharks are as hungry for destruction as the bulettes are for flesh, so neither can be reasoned with and will pursue the characters should they attempt to flee.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak or Weak:** Replace two **burrowsharks** with **cultists** with the **Bond of the Black Earth** trait. The **bulettes** ridden by the **cultists** will flee from combat when reduced to 47 hit points for fewer, burrowing to safety
- **Strong:** Add a **bulette**
- **Very Strong:** Add a **bulette** and a **burrowshark**

Developments

If captured and questioned, the burrowsharks have been ravaging trails through the Earthspurs, but avoiding large or well-guarded caravans. They await further guidance from the Cult of the Black Earth, which will surely come soon.

Treasure

The burrowsharks wear breastplates made of specially treated stone that can be sold for 500 gp each. Turning in a single breastplate satisfies the requirements for the Emerald Enclave faction assignment.

Earthspur Option 2: Free Range Earth Elementals

Estimated Duration: 40 minutes

Just ahead on a trail, a small creek branches off from the river and heads deeper into the Earthspurs. A trio of large earthen figures, vaguely humanoid in shape, plod in slow circles around a cracked boulder at the fork. Strange purple light emanates from the crack, shed by pulsating crystals within. The creatures pace uneasily in a 30 foot radius around the boulder, moaning in a gravelly tongue.

The three **earth elementals** are enraged by the presence of a black earth geode (a **galeb duhr**), and are moaning in Terran about “Serving the bad stone.” They will attack if the party gets within 30 feet of the boulder. The galeb duhr remains motionless (and thus concealed by its false appearance trait) unless attacked. It uses animate boulder to encourage the characters to come closer. Unless the elementals have been attacked or goaded, they lose their motivation to fight if the galeb duhr is more than 50 feet from them at the start of their turns.

Reward clever play (bypassing the language barrier, attempting to remove the galeb duhr with ranged attacks, clever uses of magic or skills, etc.) in this encounter by having the elementals leave the fight if separated from the galeb duhr and left unmolested. If the characters are spoiling for a fight, feel free to reward that as well.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove one **earth elemental**; reduce the **galeb duhr’s** AC by 4; one of the **earth elementals** moans in Common instead of Terran
- **Weak:** Remove one **earth elemental**; reduce the **galeb duhr’s** AC by 2
- **Strong:** One of the **earth elementals** will not flee if separated from the **galeb duhr**
- **Very Strong:** Add an **earth elemental**; two of the earth elementals will not flee if separated from the **galeb duhr**

XP Award

If the party defeats the galeb duhr without harming any of the earth elementals, award each character 250 XP.

Treasure

Five fist-sized shards of purple crystal can be harvested from the cracked galeb duhr. The crystals shed bright purple light in a 5 foot radius and dim light for another 5 feet. A DC 15 Intelligence (Arcana or Nature) check reveals that the shards come from an earth elemental node. The crystals can be sold for 200 gp each to interested buyers, and giving one to the Emerald Enclave fulfils the conditions of any Enclave character’s faction assignment.

Crossing Option 1: Ice Troll Toll

Estimated Duration: 10 minutes

If you never see another freezing river again, it will be too soon. The glacier of the White Worm stands ahead of you, just on the other side of the river. A chunk of glacier has fallen over a spot where the river narrows, forming an icy bridge. A crude wooden sign is stuck in the ground on your side of the river, identifying the crossing as “ToLLe Brij” and instructing you to “StoppE an Pai ToLLe!”

You barely have time to admire the sign’s craftsmanship before a large, lanky creature with green skin and a beard of icicles climbs out of the river near you. He sputters out a mouthful of icy water and bellows “C’mon den. You wanna cross? Me needs gold.”

Frostwhiskers, a **troll** with icicles on frozen to the hairs of her chin and nose, guards the bridge, demanding a toll of “Gold! Fiftee peeces!” to cross the bridge. The troll speaks common, but is barely literate and not the brightest of creatures, so she can be negotiated with or tricked with a successful DC: 12 Charisma (Deception or Persuasion) check. Attempts to intimidate the troll cause it to attack immediately. If the characters pay the toll or trick the troll, she warns them about “Trubble up ahead where da ladee fell.” but does not elaborate further.

Roleplaying Frostwhiskers

Frostwhiskers is a tall, lanky troll that loves two things: gold and swimming. She firmly believes that she has the best of both worlds by swimming around in the White River and demanding tolls from unwary travelers. She's more stupid and greedy than she is ferocious, so she's willing to hear someone out before deciding to eat them instead, so long as the person doing the talking shows the proper respect.

Quote: "Dere five of you, so dat fiftee gold peeces, right?"

Faction Assignment (Zhentarim)

If a Zhentarim character presents the troll with the package, read the following:

The troll eyes you skeptically before taking the package from you. She gives it a long, exaggerated sniff, then tears the package open. The stench of rotted (possibly fermented) fish assails your nostrils as the troll consumes the contents of the package. She then claps you on the shoulder and leans close to your face before speaking with rancid, pickled fish breath "Mmmmm! Dat good eats! Tell 'em nobody been by since last time. An you, fren, watch out for the yeteez over the ridge."

XP Award

If the party is able to cross the bridge without attacking or causing the troll to attack, award each character 250 XP.

Treasure

If the party kills the troll, a subsequent search of the area reveals no signs of the profits from his bridge-guarding endeavors.

Crossing Option 2: Sage Advice

Estimated Duration: 10 minutes

If you never see another freezing river, it'll be too soon. . The Glacier of the White Worm stands ahead of you, just on the other side of the river. As the river cuts into the glacier, the rapids intensify and you can pick out several silver streaks in the water as fish leap and flit about. Sitting on the bank is an ancient-looking human woman wrapped in furs. Next to her is a pile of recently-caught fish. She flashes you a smile that reveals far fewer teeth than you would expect and waves for you to approach.

The woman is **Momma Scrimshaw**, a Shossalan human **commoner** cursed to detect as **fae** to any

magics or abilities that reveal a creature's true nature. She immediately dies of fright if attacked. She has a hearty laugh and a friendly demeanor, but she lives this far from civilization "for her own reasons, thank you very much" and doesn't appreciate too many questions about her past or her nature. Momma Scrimshaw was "just about to cook up some of these fish", and the characters are welcome to join her. She prepares simple baked fish and shares some wine she's been saving "for company."

If the characters are polite over supper and don't do anything to anger Momma Scrimshaw, she shares the best place to ford the river with the most polite character in the party (DM's choice, also consider awarding inspiration for anyone that roleplays this interaction well). Armed with that information, the party makes ability checks and saving throws crossing the river with advantage. If anyone questions the food, her hospitality, or her origins more than once, she bids the party farewell and departs without incident. If a character calls Momma Scrimshaw a hag (or banshee or witch or something else you deem suitably horrible), she sighs resignedly points to the worst possible place to cross the river and says "Cross there and be gone with the lot of ye! You should have better things to do than taunt an old woman!" If the party crosses the river at the spot she indicates, ability checks and saving throws while crossing the river are made with disadvantage.

Roleplaying Momma Scrimshaw

Momma Scrimshaw is a tiny old woman with dark skin, black hair, two squinty eyes, and three good teeth. She's a grandparent (or, unbeknownst to her, a great grandparent) who retired to the glacier to live out her days after a wild and adventurous past. She comes from a culture that reveres their elders, so, while kind, she brooks no insults, smart-aleck questions, or disrespect from those younger than her.

Quote: "You're looking awfully thin. Have some fish."

Faction Assignment (Zhentarim)

If a Zhentarim character presents Momma Scrimshaw with the package, read the following:

Momma Scrimshaw accepts the package and draws a small knife from her belt to open it. She carefully cuts along one of the seams, then another, then another, and after several minutes of very careful unwrapping, reveals a blank book. She opens the front cover with the same caution spent on the package, smiles, and then tucks the book away. With a tear in her eye and speed you wouldn't expect from one so ancient, she wraps you in a warm embrace and whispers "You tell them that every blade is a black blade as far as Momma Scrimshaw is concerned."

Development

Any time the characters like, they are free to cross the river, which is 45 feet wide at its narrowest point. Doing so requires a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. Failing the check forces the character to make a DC 15 Constitution saving throw or suffer one level of exhaustion. Characters that use magics such as Water Walk automatically succeed on the check, but must still make the saving throw.

XP Award

Award each character that is able to cross the river without suffering a level of exhaustion or angering Momma Scrimshaw 250 XP.

Treasure

If any harm befalls Momma Scrimshaw, the characters can find a journal on her body. The journal describes a rewarding life well lived, a tawdry affair with someone called "The Page of Frost", and several visits from children and grandchildren far too long ago. The journal has no value, aside from serving as a source of guilt for whoever possesses it.

Crossing Conclusion: Are We There Yeti?

Estimated Duration: 30 minutes

Crossing the river gives you a chance to appreciate the enormity of the Glacier of the White Worm. Where sunlight strikes the ground, you see strange reflections from layers of ice and earth rolled together over time. The glacier is beautiful, but sounds of falling ice in the distance remind you that it is also quite deadly to the unwary. Up ahead in the distance, you see several large snowdrifts and can make out a hint of green between them. It's the green of dyed fabric, not of any plant (For surely, what could possibly grow here?). As the distance between you and the green closes, the source becomes apparent. Between the snowdrifts rest the upper half of a dwarven body, clad in green, with an arm extended as if reaching in your direction.

Five **yeti** are using the corpse as bait. They wait in the snowdrifts to ambush anyone who approaches the dead dwarf. The yeti are hungry and roar to attack. They will fight to the death, but may flee if reduced to 25 hit points or fewer by fire damage.

Further complicating matters, a nearby pack of five **winter wolves** is drawn to the combat. A single winter wolf will arrive at the end of the third round of combat and howl for assistance before joining the fray. The rest of the pack arrives at the end of the fourth round of combat. The pack is spoiling for a fight, but might be persuaded or intimidated into settling for a few yeti corpses at your discretion.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove one **yeti** and two **winter wolves**
- **Weak:** Remove one **yeti** and one **winter wolf**
- **Strong:** The first winter wolf arrives at the end of the second round; the rest of pack arrive at the end of the third round
- **Very Strong:** As **Strong**; add two **yeti** and one **winter wolf**

Development

After defeating the monsters, the characters are free to examine the dwarf corpse, the lower half of which has been bitten or eaten away. A successful DC 15 Wisdom (Medicine) or Intelligence (Nature) check reveals that she was bitten in half from below by a very large jaw before falling from a great height.

The characters can instead opt to avoid this encounter entirely by circling around and ignoring the dwarf corpse. If they choose to do so, you can add the winter wolves to an encounter in section 2c if you wish.

Treasure

The dwarf carries a fine satchel containing several field and scouting notes, two **potions of greater healing**, a druidic focus crafted from rare crystals and petrified plants worth 200 gp, and 10 brightly polished river stones with gold flecks worth 5 gp each.

The dwarf's field notes contain enough information on monstrous activity in the Earthspur Mountains and the Glacier of the White Worm that Lord's Alliance operatives can piece together what's disrupting shipments to Mulmaster. Turning in the notes satisfies the requirements for the Lord's Alliance faction assignment.

Glacier Option 1: Any Port in a Snowstorm

Estimated Duration: 40 minutes

Your days of travel across the Glacier of the White Worm have left you with no want for stories of untrustworthy ice patches, sliding down slopes ending in freezing slush or icy water, and breathtaking views of the surroundings. As you break camp in the morning, the skies tell you a different story, one of dangerous weather inbound.

All along the horizon, thunderheads cross the glacier and whiten, heralding a furious blizzard of snow and ice. The storm moves quickly over the glacier in your direction, leaving you with scant hope that it will pass over you without incident.

Development

The characters have about half an hour before the fast-moving blizzard overtakes them and covers the glacier in several feet of snow and freezing rain. Characters that attempt to travel through the storm or stand stoic against it find visibility reduced to 10 feet (anything past that distance is heavily obscured), movement speeds reduced by half due to the difficulty and danger of the terrain, and must make DC 15 Constitution saving throws for every fifteen minutes of exposure or take 8 (2d6) cold damage. Characters wearing cold weather gear have advantage on these saving throws. When the storm passes in an hour, each character must make a DC 15 Wisdom (Survival) check to avoid rolling on the Blizzard Mishaps table (below).

Characters that instead opt to seek shelter or avoid the storm have several options, represented by DC 15 ability checks from each character making

preparations. Strength (Athletics) can be used to dig out a shelter or climb down into a ravine; Intelligence (Nature) can be used to find the best spot to erect or seek shelter; or Wisdom (Survival) can locate or shore up a suitable temporary shelter. Have each character make one check, with each success negating the saving throw requirement for 15 minutes of exposure to the storm. When the storm passes in an hour, each character must make a DC 15 Wisdom (Survival) check to avoid rolling on the Blizzard Mishaps table (below).

If you are also running option 2, starting it right after resolving any rolls on the Blizzard Mishaps table will create a dynamic and much more difficult encounter.

Blizzard Mishaps

For each character that suffers a mishap during the blizzard, apply your choice of result from below (or roll 1d20 and apply corresponding result):

- **(1-5) Blessed:** Auril smiles upon you this day. You are cold and a little battered, but none the worse for wear.
- **(6-9) Burdened:** Your clothing and equipment were soaked and then frozen, effectively doubling most items' weight until you have a chance to sort and dry everything. Worn or carried items take an action to draw or stow.
- **(10-14) Tired:** The storm took a toll on your endurance, so you gain one level of exhaustion.
- **(15-19) Numbed:** Freezing winds chilled you to your very core. You had disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks related to touch until you complete a short or long rest.
- **(20) Separated:** In the confusion of the storm, you were lost or blown away from the rest of the party. You can rejoin them by spending an hour searching and succeeding on a DC 15 Wisdom (Survival) check. Each check failed causes you to gain one level of exhaustion, but you stumble upon your companions after 3 failed checks. If other characters actively look for you, these checks are made with advantage.

XP Award

If the characters weather the storm without suffering any Blizzard Mishaps, award each character 250 XP.

Development

Once the characters have gathered themselves and are ready to travel again, proceed to the next section or to Part 3.

Glacier Option 2: Free Range Air Elementals

Estimated Duration: 40 minutes

With a sudden break in the winds, the Glacier of the White Worm goes eerily silent for a moment. As the winds pick up again, you can make out a barely audible creaking in the ice ahead that heralds a much louder cracking and splitting. Thin ice falls away in a 20 foot oval ahead before rising up in a pillar of wind and hatred. The column of angry wind descends upon you!

Three **air elementals** rise up from the sinkhole ahead and attack while an **invisible stalker** circles around the party to attack from behind.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove one **air elemental**; the **invisible stalker** uses the dash action for better positioning on the first round of combat
- **Weak:** Remove one **air elemental**
- **Strong:** Add an **air elemental**
- **Very Strong:** Add an invisible stalker

Development

Once the characters have gathered themselves and are ready to travel again, proceed to Part 3.

Part 3. No Entry!

Estimated Duration: 100 minutes

After much trial and tribulation, the characters arrive at the Monastery of the Yellow Rose. Riesling and Ashlinn are easy enough to find in the pilgrim tent village that has sprung up around the monastery, and the pair have partnered with a strange ally in their bid to gain admission.

The Monastery of the Yellow Rose

Plastered against a high mountain wall, the Monastery of the Yellow Rose is a majestic and foreboding structure. Beyond its own walls, a cracked dome glitters in the sun. Its great gates are shut, and a veritable village of tents, itinerant pilgrims, and opportunistic hawkers line the path to them. The monastery is more of a backdrop in this adventure, but you're welcome to incorporate elements from DDEX02-09 Eye of the Tempest to flavor your descriptions of the area.

General Features

There are a number of features that make the area around the monastery interesting:

Terrain. The road leading to the Monastery of the Yellow Rose is well maintained. Flat ground on either side of the road is a mishmash of temporary lodgings ranging from fur or canvas tents to hastily-erected wooden shop stalls. Movement at greater than half speed is difficult if the characters leave the road due to muddy ground and the complicated maze of paths and switchbacks between dwellings.

Sights and Sounds. Barkers hawk relics of Ilmater's saints that are sure to gain a petitioner entry to the monastery. Aspiring monks spar on the road in hopes that someone over the wall will notice them. Pilgrims pray to Ilmater or one of the many saints the monastery honors. These sights and sounds combine to create an air of loud reverence, not enough to bother the monks inside, but just enough to be difficult to ignore.

A. The Meeting

Estimated Duration: 10 minutes

Riesling and Ashlinn are easy enough to find. Tucked away in a large galley tent that serves as the local watering hole, the pair stands out like sore thumbs amongst the pilgrims and hawkers of the settlement.

Riesling is a striking half-elf woman with blonde hair and deep blue eyes. She wears a thick fur cloak over an open robe, with plate and mail beneath. A shield with the symbol of the Red Knight painted on its face rests against her seat. She clutches a goblet of wine in her hands as she leans across the table, talking to someone you can't quite see.

Ashlinn is a half-orc woman who is clearly intent on looking regal rather than menacing. Her black hair is cropped short and oiled back. She wears a furred cloak similar to Riesling's over a suit of full plate. Her helmet sits on the table just to her left and a greatsword nearly as tall as she is leans in easy reach nearby. As you enter, she notices you and gives Riesling an elbow. The two move in closer together, blocking your view of the other side of the table as they turn to face you.

Riesling waves the characters over, introduces herself and Ashlinn, and bids the characters to do the same. If the characters mention Val sending them, Riesling visibly relaxes and Ashlinn sighs. When introductions are complete, read the following:

Riesling finishes her wine in a quick gulp and then flashes you a winning smile. "Thank you for coming. It is so good of Val to send us assistance. Ashlinn-darling and I are very pleased to meet you." Ashlinn offers you a brief smile as well as Riesling continues. "I do so hope she explained our predicament and that she didn't advise you that we would allow you to break in for us. Oh no. Ashlinn and I simply must gain admission legitimately, but you can surely help us."

Riesling steps away from Ashlinn to the person sitting across from the pair at the table. Between them, sitting on a sack of vegetables so that she can reach the table, is the oldest and most weathered Halfling woman you've likely seen. Her wrinkled, leathery skin shows laugh lines aplenty as she too gifts you with a smile before Riesling starts talking again.

"This is Old Mother Hin. She is a monk from Lurien who is also interested in gaining admission to the monastery. She was just telling Ashlinn-darling about an ancient tradition that has fallen out of favor amongst the Yellow Rose monks. Apparently, they used to ride the white remorhazes of the glacier to display their bravery and discipline, if not their wisdom. I think that sounds like splendid fun, but Ashlinn-darling says it is too dangerous and absolutely forbids it. Old Mother Hin knows where we could find a remorhaz to ride. Is that something you could do for us?"

Ashlinn sighs and Old Mother Hin shrugs in response to Riesling seizing on your presence as a way to win her argument with them.

Development

If the characters seem hesitant, Riesling is quick to offer to double Val's payment for their services, provided they are successful. She adds that they've been here for the better part of a month now, and this is the best chance to come along in all that time. Old Mother Hin confirms that riding a remorhaz was a test of prowess for monks in the past that should at least get their attention. If Riesling is able to secure the characters' agreement, proceed to B. If the characters refuse, Riesling pays each of them 50 gold pieces for their trouble and you can proceed to the conclusion.

Roleplaying Riesling Sutter

The Lady Riesling Sutter is atypically chatty for a Harper. She speaks clearly and avoids contractions, colloquialisms, and interruptions. When addressing others, she maintains excellent posture and intense eye contact. If the characters begin to get on her good side or warm to her ideas, Riesling adds "-darling" to their names when addressing them.

Quote: "Ashlinn-darling, look! Legends in the making!"

Roleplaying Ashlinn

Quiet and professional almost to a fault, Ashlinn takes every action deliberately and with over-exaggerated self-control. She says few words, letting Riesling do most of the talking and occasionally shrugging along for emphasis or by way of apology. When she does speak, Riesling immediately falls silent and listens intently.

Quote: "It's not safe, so we're not doing it."

Roleplaying Old Mother Hin

At 277 years young, Old Mother Hin delights in doing the unexpected. She's swift, spry, and quick-witted. Perhaps due to her advanced age, she's cast off a lot of the formalities of monastic life in favor of cherishing every day as if it could be her last.

Quote: "Lean down here so I can see that face of yours."

B. Remorhaz Rodeo

Estimated Duration: 40 minutes

Leaving Riesling and Ashlinn behind, Old Mother Hin takes the characters south of the Monastery of the Yellow Rose and back onto the Glacier of the White Worm. After the better part of a day's travel, the party arrives at a glacial caldera where the mountains withstood the press of the glacier. Ancient steps carved into the crater's walls lead downward. Read the following:

More hiking and more cold would normally be unwelcome, but the chance to marvel as Old Mother Hin expertly navigates the glacial terrain makes you forget your discomfort. The ancient halfling woman maintains a grueling pace as her bare feet carry her over patches of ice and snow to your destination, the top of a dormant volcano that has withstood the passing of the glacier for all these years.

A short climb takes you to the rim of the caldera, where carved stone steps lead down to a cave. Old Mother Hin stops before leading you inside and strikes a torch at the entrance. Once you're inside and out of the winds, she speaks.

"The text I found mentioned this place, and Tymora kept it here for us. Monks of old would meditate here while waiting for the sound of passing white worms. The worms can burrow through the stone, but prefer the ice. The monks used to jump on them in the frozen lava tubes to keep from getting bucked off too early, and then ride them outside. Search this part of the cave. If our luck holds further we'll find a cache of wormspurs."

The large, dark cave contains several smaller alcoves used by monks for quiet contemplation.

Development

If the characters search the alcoves, they are able to locate a cache of clawed iron shoes that can be strapped over boots. These "wormspurs" have spikes facing inward that resemble the jaw of a bear trap. Old Mother Hin explains, if the characters haven't already brought it up, that remorhaz are fiery to the touch. The spurs, if used properly, should allow the characters to grip with their legs and avoid the scalding touch of the creatures during their ride. Give the characters some time to plan and prepare, then read the following:

Old Mother Hin waits patiently while you make preparations. When you look ready, she leads you further into the cave to a slick-floored, circular room with an large hole in the floor. The wizened halfling strikes another torch, then drops the first one down the hole, revealing a smooth lava tube walled with ice.

“We wait here. When we feel them coming, we make ready. When you feel a blast of heat from the hole, exhale and then jump. If you miss, climb up and try to get the next one. We’ll all meet up back at the cave when we’re done.” Old Mother Hin takes a moment to smile at everyone as the rumble from below starts to build, she then yells over it “Tymora be with you all!” before leaping into the hole as a blast of heat erupts from it.

Development

The characters feel another rumbling at their feet and have a few seconds to react. Those that choose to leap onto a passing **remorhaz** must make an opposed Strength (Athletics) or Dexterity (Acrobatics) check versus the remorhaz’s Dexterity (+1). Characters wearing wormspurs make this check with advantage. Failing the check causes the character 10 (3d6) fire damage from the remorhaz and 3 (1d6) bludgeoning damage from the fall. On a success, the character is now atop an unwilling mount. Characters that fail to mount a remorhaz can climb back up and try again (another remorhaz comes down the tube every 2d6 rounds) or pursue mounted characters down the unlit lava tube on foot.

The remorhaz dashes for four rounds while mounted, attempting to escape the lava tubes so that it can shake mounted characters using its size and strength. Each round, a mounted character must succeed on a DC 13 Dexterity (Acrobatics) check to maintain their balance and avoid taking 10 (3d6) fire damage from the remorhaz’s heated body. Characters wearing wormspurs make this check with advantage. Failing this check by 5 deals an additional 7 (2d6) bludgeoning damage as the character falls off the remorhaz. Characters that fall must pursue the remorhaz on foot.

Characters pursuing the remorhaz on foot must take the dash action to keep up with the creature through the icy lava tube (treat the area as difficult, slippery terrain). Each round a character dashes, they must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check to avoid slipping and falling. Characters who fall take 3 (1d6) bludgeoning damage and make subsequent checks with disadvantage as they begin to slide down the lava

tube. Characters that do not dash are caught up to by another **remorhaz** in 1d4 rounds of walking and are subjected to bite attacks each round until the chase ends.

Adjusting this Challenge

Riding a remorhaz can be challenging for some groups to complete successfully, so consider the following adjustments to the ride:

- **Very Weak:** Reduce all DCs by 2; the **remorhaz** dashes for three rounds
- **Weak:** Reduce all DCs by 2
- **Strong:** The **remorhaz** dashes for five rounds
- **Very Strong:** The remorhaz dashes for six rounds

Development

When all of the characters have completed the ride or their pursuit, proceed to C.

XP and Awards

If any of the characters are able to successfully mount the remorhaz and stay mounted for the duration of the ride, award each character 500 XP. Mounted characters that take 20 or more fire damage during the ride gain the **Chapped** story award, while characters that take less earn the **Wormspur** story award.

C. We Were Supposed to Go Outside!

Estimated Duration: 50 minutes

The heat and pressure from the lava tube eases suddenly, causing your ears to pop. As if in response to the newfound room to maneuver, the remorhaz bucks wildly and sends you flying. You land on a patch of frozen moss at the bottom of the caldera as the remorhaz scurries down another lava tube. Your companions that were not so skillful slide out of the tube behind you, landing nearby. Old Mother Hin is nowhere to be seen.

Taking a moment to regain your senses, you notice a rocky outcropping not visible from the rim of the caldera, just a short distance from your landing spot. Beneath it is a clutch of eggs, each the size of a human child. You watch as one of the eggs cracks open and a white remorhaz hatchling escapes. The hatchling greets the world with a loud, hissing wail, only to be answered by a rumbling beneath your feet.

A **remorhaz** and a **young remorhaz**, both with white scales, spring from the ground and attack the party. Both creatures are defending their nest and will fight to the death.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Replace the **remorhaz** with a **young remorhaz**
- **Weak:** Replace the **remorhaz** with two **young remorhaz**
- **Strong:** Add a **young remorhaz**
- **Very Strong:** Remove a **young remorhaz**; add a **remorhaz**

Treasure

Searching the bottom of the caldera reveals the half-eaten body of a human monk. His possessions have been destroyed by weather and time, except for a **+2 War Pick** crafted from a remorhaz whisker and a pouch containing loose diamonds worth 500 gp.

Development

If the characters escape the caldera, they find Old Mother Hin waiting for them in the cave. She insists that the characters return any used wormspurs to the cache, so that other adventurous souls can make use of them. She escorts the characters back to the Monastery of the Yellow Rose to meet with Riesling and Ashlinn.

Conclusion

If any of the characters were able to successfully mount a remorhaz, read the following:

Riesling seems almost giddy at your arrival. She stands with Ashlinn and an aged monk at the entrance to the tavern tent. The monk examines each of you carefully then steps aside with Old Mother Hin to confer for a moment. Old Mother Hin makes eye contact with Riesling and gives an affirmative nod. Riesling absolutely beams with delight and begins to sing your praises. "Smashing work all of you, smashing work indeed. I was just telling Ashlinn and Master Huskrow there about how heroic and brave all of you seemed. Ashlinn agreed. She is a most excellent judge of character. Since we organized and footed the bill for your expedition, the monks are sure to grant us admission. As for you, payment as promised, and you will all be local legends."

Ashlinn steps forward to join her friend. "I can't believe you did that. You have our thanks. Let us buy you a round to celebrate." Riesling skips back into the tent and begins ordering, while Ashlinn continues speaking. "Let me be the one to break the news to her that your success probably won't be enough to get us in. She needs to be happy for a bit before we plan our next move."

If none of the characters were able to successfully mount a remorhaz, read the following:

Riesling seems almost giddy at your arrival. She stands with Ashlinn and an aged monk at the entrance to the tavern tent. The monk moves in to examine each of you, but Old Mother Hin shakes her head. The two monks step aside to confer for a moment. Riesling reads the situation and slumps her shoulders before retreating further into the tent. Ashlinn steps forward to address you, "Thanks for trying, I suppose. We'll think of some other way in." The half-orc then joins Riesling at a table in the back of the tent, leaving you to your own devices.

If the characters refused to make the journey, read the following:

Riesling slumps her shoulders and looks away from you as her face reddens. "Fine. I suppose that we will have to find some other way in then. Chin up, my friends, there remains hope that Val will send help hewn from stronger stuff next time. Thank you very much for your trouble. Please excuse us, as we have a lot of thinking to do." She and Ashlinn leave the tavern tent with Old Mother Hin, leaving you to your own devices.

This concludes CCC-CoS MYR01-01 Friends in Need. Thank you for dungeon mastering the Circle of Salt's inaugural adventure module. Look for more from us in the future.

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP Per Foe
Air Elemental	1,800
Burrowshark	1,100
Bulette	1,800
Commoner	0
Cultist	25
Earth Elemental	1,800
Galeb Duhr	2,300
Invisible Stalker	2,300
Remorhaz	7,200
Troll	1,800
Winter Wolf	700
Yeti	700
Young Remorhaz	1,800

Non-Combat Awards

Task or Accomplishment	XP Per Character
Freeing the earth elementals	250
Getting past Frostwhiskers	250
Playing nice with Momma Scrimshaw	250
Riding a remorhaz	500

The **minimum** total award for each character participating in this adventure is 4,500 **experience points**.

The **maximum** total award for each character participating in this adventure is 6,000 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Val's Payment	250 each
Burrowshark Breastplates	500/breastplate
Purple Crystals	200/crystal
Druidic Focus	200
Polished River Stones	5/stone
Pouch of Diamonds	500
Riesling's Payment (attempt)	250 each
Riesling's Payment (no attempt)	50 each

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

+2 War Pick

Weapon (war pick), rare

This weapon is fashioned from a bent remorhaz whisker, carved with intricate depictions of the great beast in action. It also retains some of the beast's inherent warmth. The bearer suffers no harm or discomfort in extreme temperatures. This item can be found in **Player Handout 3**.

Potion of Greater Healing

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

Story Awards

During the course of this adventure, the characters may earn one of the following story awards:

Chapped. Your scarred legs and odd gait, gained from being burned astride a remorhaz, are easily recognized by monks at the Monastery of the Yellow Rose as the mark of foolishness or lack of balance. You make Charisma (Intimidate and Persuasion) checks against those monks with disadvantage. More information can be found in **Player Handout 1**.

Wormspur. Your boots are scarred and pocked with melted iron from destroyed wormspurs. Monks at the Monastery of the Yellow Rose recognize this as a sign of your remorhaz-riding prowess. You are more likely to gain entry to the monastery due to your prowess and you make Charisma (Intimidation

and Persuasion) checks with advantage against monks who recognize your prowess. More information can be found in **Player Handout 2**.

Renown

Each character receives **one renown** at the conclusion of this adventure.

Members of the Emerald Enclave that produce evidence of the continued Elemental Cult presence earn **one additional renown point**.

Members of the Lords Alliance that determine the cause of disrupted shipments from the Earthspur Mountains earn **one additional renown point**.

Members of the Zhentarim that successfully deliver the package at the White River crossing and prevent Frostwhiskers or Momma Scrimshaw from coming to any harm earn **one additional renown point**.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Val (VAL). A moon elf and dedicated Zhentarim faction agent of slight build and questionable virtue, Val fancies herself a bit of a “fixer” for the group. Riesling and Ashlinn are old adventuring buddies of hers, so she’s helping them out while attending to faction business in Mulmaster.

Frostwhiskers (FROST-wi-SKERS). Guardian of the White River crossing and Zhentarim spy, Frostwhiskers is far more interested in extorting money and food from those that would cross than with gathering information about them. She has orders and loves the cheese the Zhentarim provide her, so she does what she’s asked.

Momma Scrimshaw (MOM-uh SCRIM-shah). Guardian of the White River crossing and Zhentarim spy, Momma Scrimshaw has retired to the riverside to spend her remaining years. During her more adventurous youth, she had a dalliance with a fey being, called the Page of Frost, which left an indelible mark upon her soul. Though a normal human woman, she detects to all magics as if she were a fey being.

Riesling (REE-sling). A half-elf noble busybody in search of the perfect wedding gift for her friends, Riesling is used to getting what she wants if she just explains her needs well enough. Ashlinn-darling understands well enough, so why can’t everyone else?

Ashlinn (ASH-lynn). A half-orc paladin dedicated to dispensing Tyr’s justice, Ashlinn follows Riesling along on her schemes because they tend to create opportunities to do some good. She’s clearly protective of Riesling’s safety and feelings.

Old Mother Hin (OLD MUH-ther hIN). A halfling monk from Lurien, Old Mother Hin is visiting the Monastery of the Yellow Rose in the hopes of finding a great challenge. She’s heard many tales of the famed remorhaz riders in the monastery’s past and is eager to try the tradition out for herself.

Appendix. Monster/NPC Statistics

Air Elemental

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 +24)

Speed fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning; thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through space as narrow as 1 inch wide without squeezing

Actions

Multiattack. The elemental makes two slam attacks.

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

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8+2) bludgeoning damage and is flung up to 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Burrowshark

Medium humanoid (human), lawful evil

Armor Class 18 (plate)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	13 (+1)

Skills Animal handling +2, Athletics +6, Intimidation +3, Perception +2

Senses passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Bond of the Black Earth. The burrowshark is magically bound to a bulette trained to serve as its mount. While mounted on its bulette, the burrowshark shares the bulette's senses and can ride the bulette while it burrows. The bonded bulette obeys the burrowshark's commands. If its mount dies, the burrowshark can train a new bulette to serve as its bonded mount, a process requiring a month.

Actions

Multiattack. The burrowshark makes three melee attacks

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage or 8 (1d8+4) piercing damage if used with two hands to make a melee attack.

Reactions

Unyielding. When the burrowshark is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

Bulette

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 4 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 30 (4d12+4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 ft. as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6+4) bludgeoning damage plus 14 (3d6+4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 ft. out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually common)

Challenge 0 (0 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target Hit: 2 (1d4) bludgeoning 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 target Hit: 4 (1d6+1) slashing damage.

Earth Elemental

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Galeb Duhr

Medium elemental, neutral

Armor Class 16 (natural armor)

Hit Points 85 (9d8+45)

Speed 15 ft. (30 ft. when rolling 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	12 (+1)	11 (+0)

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Terran

Challenge 6 (2,300 XP)

False Appearance. While the galeb duhr remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge. If the galeb duhr rolls at least 20 ft. straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.

Animate Boulders (1/Day). The galeb duhr magically animates up to two boulders it can see within 60 ft. of it. A boulder has statistics like those of a galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).

Invisible Stalker

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8+32)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of the summoner.

Invisibility. The stalker is invisible.

Actions

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Remorhaz

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12+85)

Speed 30 ft., burrow 20 ft.

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

Damage Immunities cold, fire

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

Languages —

Challenge 11 (7,2300 XP)

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

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (2d6+5) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until the grapple ends, the target is restrained and the remorhaz can't bite another target.

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

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

Troll

Large giant, chaotic evil

Armor Class 15

Hit Points 84 (8d10+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

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

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

Actions

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

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

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

Winter Wolf

Large monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10+20)

Speed 50 ft.

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

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

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

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

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

Actions

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

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

Yeti

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10+18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Yeti

Challenge 3 (700 XP)

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

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

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

Actions

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 ft. of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the chilling gaze of all yetis (but not abominable yetis) for 1 hour.

Young Remorhaz

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10+33)

Speed 30 ft., burrow 20 ft.

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

Damage Immunities cold, fire

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

Languages —

Challenge 5 (1,800 XP)

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

Actions

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

Player Handout 1. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Chapped

Your scarred legs and odd gait, gained from being burned astride a remorhaz, are easily recognized by monks at the Monastery of the Yellow Rose as the mark of foolishness or lack of balance. You make Charisma (Intimidate and Persuasion) checks against those monks with disadvantage.

Player Handout 2. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Wormspur

Your boots are scarred and pocked with melted iron from destroyed wormspurs. Monks at the Monastery of the Yellow Rose recognize this as a sign of your remorhaz-riding prowess. You are more likely to gain entry to the monastery due to your prowess and you make Charisma (Intimidation and Persuasion) checks with advantage against monks who recognize your prowess.

Player Handout 3. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

+2 War Pick

Weapon (war pick),rare

You have a +2 bonus to attack and damage rolls made with this weapon.

This weapon is fashioned from a bent remorhaz whisker, carved with intricate depictions of the great beast in action. It also retains some of the beast's inherent warmth. The bearer suffers no harm or discomfort in extreme temperatures (as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit). It does not convey any resistance to damage.

This item can be found in the *Dungeon Master's Guide*.