

DC-PoA-KCB-MBL



The Stolen Curse

by Brian Collier & Martine Lassen



A fledgling adventurer's first bit of loot has placed Caer-Konig in a perilous situation. But she's unwilling to part with it easily. And what can be done with it once it's in your hands?

A Four-hour adventure for Tier 1 characters. Optimized for APL 3.

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Dungeoncraft Details

Adventure Seed: I'd Like to Make a Return, Please

Adventure Seed Hook: Ever since that last group of adventurers brought us this mysterious "treasure", we've had nothing but bad luck. We want you to put it back.

Adventure Seed Rewards (two-hours):

walloping ammunition (arrow), masquerade tattoo

Adventure Seed Rewards (four-hours):

Add grey bag of tricks

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Adventure Primer

This adventure is designed for **three to seven 1st- to 4th-level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in Caer-Konig and the area north of it, all in Icewind Dale.

Background

More than two hundred years ago, a COVEN OF HAGS moved into a cave system northeast of the Ten Towns. The available kobold population in the area made for ideal servants to find them food and components for their magical experiments. The hags laid powerful curses on the treasures they laid up for themselves. But they were called back to the feywild by an entity they were compelled to obey for a mysterious errand. Though, they intended to return to their cave home and the wealth they left locked up there. So far, they have never come back.

The kobolds who had served as slaves to the hags were never told where the hags were going or how long they would be gone. They found and entered the vault while trying to see what became of their masters. Some gave into their draconic nature, taking such little bits as they thought might not be missed when their mistresses returned. The kobolds who took treasure found themselves experiencing constant misfortune, which the other kobolds laughed at uproariously.

Subsequent infighting killed or drove off the kobolds from the area and caused cave-ins that sealed away the hag's living areas in the deepest parts of the cave.

The necklace at the center of this adventure was found by several monsters over the centuries, but they never got very far with their treasure before dying an unlucky death. This includes the gnolls that have begun living there more recently.

Adventurers responding to the speaker of CAER-KONIG'S offer of reward for dead gnolls

traveled to the caverns and killed the unlucky gnoll who was in possession of necklace at the time. AHAN FLINTGRANITE was on that expedition as a guide and kept the necklace herself. It has been hanging around the neck of a stuffed reindeer on the wall of FROZENFAR EXPEDITIONS, and the town has had enough of its bad luck.

SOLVEIG PEBBLEBACK, a childhood rival of Ahan's and now a cleric of Lathander has discovered all this and is engaging the help of adventurers to set things right.

Overview

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

Part 1: Caer-Konig. Acquiring the cursed item, as well as information about where it was found, is **Story Objective A**.

Part 2: Journey to the Cave. The characters locate and arrive at the Cave.

Part 3: The Cave. Returning the necklace to its rightful place is **Story Objective B**. As they are attempting this, they are surprised by the return of the owner.

Preparing to run this adventure

We have gathered useful tips in the appendices. It is strongly suggested you read through these before running this module to give the best quality play experience to your players.

Adventure Hooks

Bounty Hunter. You are preparing to go bounty hunting for gnolls. Trovus, the town speaker has put up a bounty for every gnoll head brought back.

I'm stuck. You are just traveling through Caer-Konig, but the ferry to Easthaven is frozen in.

Explorer. You have heard rumors that Oyaminartok, the legendary mother of werebears, has been seen in the wilds north of Lac Dinneshire. You would really like to be the one to someday prove her existence.

Part 1: Caer-Konig

Estimated Duration: 1 hour 15 minutes

It's late in the evening. The characters are in Caer-Konig where they are meeting with Solveig Pebbleback at the tavern Hook, Line and Sinker. This is the **Call to Action**.

Scene A: Hook, Line and Sinker

"The necklace is cursed" the dwarf tells you. This priestess of Lathander, Solveig Pebbleback, traces the rim of her mug with her finger as she stares unfocused at the tabletop while she speaks. "I've confirmed it with both an Identify spell and using up a very precious Legend Lore scroll. It must be returned to its hoard, or wherever it rests, it will bring misfortune. I'm sure Ahan means well, but she's had her chance to take it back, and now I need your help to fix this."

Area Information

Caer-Konig sits on the northwest shores of Lac Dinneshire. More information about Caer-Konig and Hook, Line and Sinker can be found in *Icewind Dale: Rime of the Frostmaiden*.

Hook, Line and Sinker. This is an unremarkable tavern, with a sparse clientele spread around several booths and tables.

Lighting. Icewind Dale sees only four hours of twilight per day. Other forms of natural light come only from the aurora that Auril creates every night. It is otherwise night-dark outdoors. Interior spaces are always lit by lamps and firelight.

Creature Information

Solveig Pebbleback (a lawful good female dwarf) a priest of Lathander.

What does she know? Solveig knows that Ahan Flintgranite was hired as a guide by bounty hunters looking to cash in on the gnoll bounty. Ahan got back with a necklace she displayed around the neck of a stuffed reindeer at Frozenfar Expeditions. By the next day, the unluckiest things began happening to the town.

Confirmations. Solveig has cast *identify* on the necklace and learned that it was cursed. Casting *legend lore* also confirmed the same (see **Appendix 1 and 6**).

Legend Lore

Lathander's voice told Solveig:

"Forged with care. Lost to time. The prize claimed and treasured by one who casts a longer shadow. Finder's Keepers? Changing hands as those who grasp tightest find themselves least able to maintain a grip. Ashes to Ashes. Dust to Dust. Vault to Vault. The curse cannot rest anywhere else."

Denial. Ahan has refused to listen every time Solveig has tried to tell her about the curse. It may have to do with a petty rivalry between them that goes back years (see **Dramatis Personae**).

Location. Solveig does not know where the necklace was found. The bounty hunters have moved on.

What does she want? Solveig wants to protect the village of Caer-Konig. Ahan will suspect her, so she can't act for herself. Even if it comes to burglary, this is for the greater good. Should the adventurers expect payment, she will see to it.

Solveig's Disguises. Solveig has a tattoo around her left eye that looks like yellow rays of light. As she moves to shake hands on the deal with the party, the rays melt down her face and arm to her right hand where it reforms as a blue symbol of Lathander in her palm. It is a *masquerade tattoo*, which if the characters show interest in, she'll show off its *disguise self* feature and promise to find them needles to get their own. If someone wants their tattoo up front, she will un-attune to her own, causing the needle to re-form in her hand. But this is the only one she can get in the next tenday.

Developments

After getting the information they need from Solveig the characters can either get more information in **Scene B**, or move directly to Frozenfar Expeditions in **Scene C**.

Scene B: The Town

Moving about the town, the characters can interact with villagers or overhear people talking about the different unlucky coincidences (see sidebar). This can happen at Hook, Line and Sinker or a random location at your discretion.

Unlucky coincidences.

The following are examples of bad luck that has affected Caer-Konig in the last month:

- The only person to successfully hook a trout this week got pulled into the lake.
- Pants are constantly splitting when people bend over.
- Even if the walls at the Ruined Caer are only 7 feet high, a young man (Rufus) fell to his death from them just a tenday ago (see **Scene D**).
- A white dragon flew overhead and pooped while just over the gazebo near The Northern light.
- The bottom dropped out of someone's cook pot. How does the bottom drop out of a solid metal cauldron?
- Snowpack collapsed a house's roof.
- A dogsled runner broke, and the sled careened off the road, dragging the poor dogs with it. One of them (Pluto) died in the ordeal, which happened in the southern part of the town (see **Scene D**).
- Solveig herself happened to be just under the edge of an awning as a large slab of snow slid off, getting pummeled.

Developments

Once the characters are ready to move on, proceed to **Scene C**.



Scene C: Frozenfar Expeditions

Frozenfar Expeditions serves as both an outfitter for travel supplies and a guide service, mostly between the town and Kelvin's Cairn.

Getting their hands on the cursed necklace is **Story Objective A**.

As you approach this log cabin motif store, you notice the boardwalk porch decking and the posters on the front face of the building. Some are travel posters for Kelvin's Cairn, some advertise the newest sled or snowshoe models. Two of them feature dwarven women staring heroically off to the middle distance with captions about expert trail guides for hire. One poster displays current rates and featured items.

Area Information

See **Appendix 3** for a map of this location.

Dimensions. The storefront is 60x70 foot. The vaulted ceiling comes to a point 15 feet above the floor. Many stuffed big game trophies decorate the floor and busts of others hang on the walls. A fireplace and a sales counter sit against the back wall, which is common to the storage area/office space behind it. In addition to the main entry door, a back door leads to the kennel area which at any given time houses a dozen sled dogs.

Lighting. During the day there are oil lamps lit along the walls and one bigger lamp hanging from the ceiling in the middle of the room.

Poster. There are posters outside the door with Frozenfar's rates (see **Appendix 2**).

Cash Register. The cash box behind the counter has some gold. Stealing from Frozenfar will raise the alarm in Caer-Konig and the characters might have to deal with the city watch, at your discretion.

Reindeer bust. The *cursed necklace* is hung around the neck of a reindeer bust behind the counter (see **Appendix 6**).

Gear and resources. The store is cluttered with racks of cold weather clothing and wilderness survival gear. It is stocked with items from the **Ammunition** and **Other Adventuring Gear** sections of Chapter 5 of the *Player's Handbook* if the characters want to shop.

Locks. At night, the front and back doors are secured with high quality padlocks that require a DC 15 Dexterity (Thieves' tools) check to pick.

Windows. The windows are closed with a latch that can be opened by casting mage hand on the inside or by using Thieves' tools (no check needed for a proficient character).

Traps. After closing hours, the area is filled with traps described below.

Alarms. The areas just inside the doors, windows and fireplace are rigged with *alarm* spells, which is detectable by a DC 15 Wisdom (Perception) check as a 5-foot square run of magically camouflaged wire laid out on the floor. A DC 10 Intelligence (Arcana) check will identify the trap as an *alarm* spell. If a character steps in one of these squares, the sound of a handbell rings throughout the building.

Snare. Aetnas has cast *snare* in the middle of the room (spell save DC 12). A snared creature hangs too far away to reach the lamp.

Fire Trap. Aetnas has trapped the chimney just above the fireplace with a string trip wire and jet pipes which can be spotted by a DC12 Intelligence (Investigation) check. At disadvantage in the dark chimney for a creature without darkvision or a light source. If the wire is tripped, jets of flame shoot out dealing 4 (1d8) fire damage to any creature in the chimney. The string burns away if triggered, leaving the trap expended until manually reset.

Cordon of Walloping Arrows. By coincidence, the reindeer head with the necklace is mounted near the center of the placement of the *cordon of walloping arrows* which is intended to protect the cash box behind the register. *Detect magic* would pick up the transmutation magic on the arrows, but only at a close enough range that the arrows are triggered anyway. Anyone who gets within 30 feet of the head triggers a *walloping arrow* to fly at them, requiring a DC12 Dexterity saving throw, taking 3 (1d6) piercing damage on a failed save and must make a DC10 Strength saving throw or be knocked prone.

Creature Information

There are two people in the store working at Frozenfar Expeditions while the party is in town: Atenas Swift (male neutral good human) and Ahan Flintgranite (female chaotic good hill dwarf

spy)–Fluffybutt (a male **crag cat**) sleeps behind the counter most of the day, and certainly at night when he's a guard cat. Other guides are out on missions at this time.

What do they know? Atenas knows that Ahan had quite an adventure to get the necklace but knows really no more. He's skeptical of the curse, but has had bad luck himself lately, too, like receiving broken items in shipments, sled dogs getting injured, and display table legs breaking. Ahan knows where she got the necklace and believes that Solveig is jealous and trying to make trouble for her again.

Fluffybutt knows nothing about the necklace, but thinks it smells bad.

What do they want? Aetnas wants to sell sporting goods and contract expeditions. He's protective of his store and doesn't want any disruptions to the serene atmosphere he's tried to curate here.

Ahan is an experienced guide, but a rookie adventurer. She's interested in loot and magic items. The necklace proves she's a real adventurer and she doesn't want to give it away. She wants to oppose Solveig out of childish spite.

Flyffybutt is a typical cat, and wants everything and nothing, at the same time. He might want food, then refuse to eat it. He does want to protect the store, which is his territory.

Ahan's Harrowing Ordeal

Ahan tells the party that they found this gnoll in this cave. They had heard cackling from outside and went in to finish off their cornered prey. Ahan hung toward the back, as she was the hired wilderness guide, not an adventurer.

As they were going down a long slope, she heard some clattering and cracking, and had to dive out of the way to avoid being hit by rocks falling from the ceiling. When she looked back, there was the gnoll, crushed to death by the fallen rocks, sword still in hand, apparently right behind her, ready to kill. They must have passed the nook where he was hiding without noticing him. When she went to examine the body, the necklace was clutched in its other hand.

Getting the necklace

While Ahan will gladly point on a map to the place she found the necklace, she will not easily part with it as it was her first quality treasure, the thing that took her from a simple guide to an adventurer.

Trade. To buy the necklace, the offer must be a replacement magic item of at least uncommon quality or something worth at least 500 gp and make a DC 15 Charisma (Persuasion) check. If the party fails the check or lacks the resources, Ahan will ironically suggest they can brave the haunted ruins and look for treasure there.

Proceed to **Scene D**.

Buying Guide Services. The party can buy Ahan's guide services to have her take them to the Cave. If she is made aware that Solveig might steal her necklace while she is away, she will bring it along.

A Bug for Treasure. Ahan has caught the bug for treasure hunting. The party can persuade her to join them to explore for new treasure to trade with the necklace. This requires a successful DC 15 Charisma (Persuasion) check.

Intimidation. Attempts to intimidate Ahan result in a quick unarmed strike to the nether regions of the closest threatening party member, and a cunning action to disengage and run to a defensible position. Any further attempts to win her friendship are at disadvantage.

Strong-arming Ahan. Taking the necklace from under her nose can succeed, though she will fight until downed.

Stealing the Necklace

If the party steals the necklace in broad daylight, but leaves Ahan alive, she will gather a posse of **thugs** (one for each party member) and will track the party into the wilderness.

If she knows the face of anyone involved with the theft, she will catch up to them on day two of the journey, attacking without ceremony.

A Heist. If the party wants to case the shop, have them roll a group Intelligence (Investigation) check, learning everything in the table up to the DC they make.

DC	Results
<8	The shop closes at 6 pm and is unoccupied for the night by 7 pm.
8-12	The front and back doors are secured by very tough locks to pick. The chimney is large enough to squeeze a medium creature through.
13-15	Atenas keeps the key around his neck.
16+	Atenas protects his store with traps.

Reactions to the Alarm

Triggering the alarm results in the following reactions:

Round 1: Fluffybutt charges the intruder.

Round 2: The dogs in the kennel will start barking.

Round 3: Bells and yelling are heard from the south.

Round 4: The sounds are coming closer.

Round 5: Two guards (**thugs**) and Ahan arrives.

Treasure

The *walloping arrow* can be kept as a common magic item, even if they triggered its trap.

Development

Once the characters have access to the necklace, they have completed **Story Objective A** and are ready to move to **Part 2**.

The Necklace

This heavy gold chain features three polished rectangular green tiger's eye gemstones hung at even intervals. Set in the center stone is a small, teardrop shaped jasper.

Detect magic reveals that it is magical, but it does not fit into any particular school of magic.

Identify reveals that the necklace is cursed and appears foreign to our plane of existence. The curse has an indeterminate area of influence but affects creatures who handle it more directly and lingering.

The necklace has a home where the curse will deactivate. If dropped, it will always land with the center stone pointed toward the vault.

Scene D: Ruined Caer

Run this section only if the adventurers are searching for a magic item for trading (To learn more of Rufus and Pluto's deaths, see the Unlucky Coincidences sidebar on [page 5](#)).

Area Information

Dimensions & Terrain. The open ruins are 30x20-foot large with collapsed walls. Only seven steps of a staircase remain. The highest point is 7 feet high.

Creature Information

Rufus (the **ghost** of a young male human) is lurking in the ruin. If the characters come near, he will use *horrifying visage* and cackle.

What does he want? Rufus is bored being a ghost, but he would rather not move on to the afterlife. He believes he will be sent to Avernus as a lemure. Since he plans to stick around, Rufus wants a pet to keep him company.

What does he know? He has seen other ghosts in the ethereal plane have undead pets. He became a ghost when he fell from the wall, so he assumes this will work for other living creatures. He has seen a shiny object in the ruin.



Development

Rufus will reveal the location of the shiny object if the characters make him a pet.

Making a pet. The characters are free to throw an animal from the wall. Have the characters role-play tracking the animal they are looking for and capture it.

If they are not looking for any specific animal, you can decide what they find or use this table:

d6	Animal located
1	Crag cat
2	Mountain Goat
3	Wolf
4	Seal
5	Hare
6	Fox

Due to a strange effect of the curse, a creature falling from the wall dies and becomes a ghost.

Finding a pet. Locating Pluto, the undead dog who died in a freak sled accident this week requires a DC 12 Intelligence (Arcana or Religion) check. He is easily convinced to join Rufus.

Success. If Rufus gets a pet, he will point at a loose stone in the stair where the adventures will find a *necklace of the drunkard* (story item, [Appendix 6](#)), which Ahan will accept as a trade.

Part 2: Journey to the Cave

Estimated Duration: 45 minutes

It is a five-day journey by foot from Caer-Konig to the Cave. This assumes 8 hours of walking with snowshoes or use of sled dogs taking appropriate rests each day. Without snowshoes, the journey is twice as long.

Time Management

By the end of Part 2, you should have at least 2 hours left to devote to Part 3.

If your party took a long time in town and you're running low on time, feel free to simply pick an encounter or two from the table to run, or just describe the events of their five days of travel.

It is also perfectly acceptable to cap the days on the road at 10. This would be double the 5 days expected to make the journey.

Hazards. The characters might face the typical travel hazards of Icewind Dale.

Cursed necklace. While carrying the cursed necklace, blizzards are unnaturally frequent and slow progress. Also, the curse works against your ability to get a good night's rest. On each morning of travel, have the players roll a DC 10 Constitution saving throw. A failure means their sleep was not restful and they take one level of exhaustion. For each day of travel, roll a d6 and consult the misfortune table.

Feel free to make up your own bad luck based on what equipment the characters use.

The Cursed Necklace

Even though the curse affects the whole party with restless sleep, make sure to track which character is carrying the necklace at any time, as creatures are more likely to target this person with attacks.

All checks and saving throws are made with disadvantage by anyone who has held the necklace and not had a long rest.

Any natural 1s rolled by a character that has handled the necklace that day gives the next monster attack roll or saving throw advantage.

1d6	Misfortune Table
1	Caught in a blizzard (see Blizzards).
2	There's interpersonal drama among the sled dogs and they refuse to do the work today unless someone succeeds on a DC 12 Wisdom (Animal Handling) check. Failure means adding a day of travel while they work it out themselves. If the party does not have sled dogs, add a blizzard.
3	A sled runner or a random character's snowshoe breaks. Add one day of travel time.
4	Last night's dinner isn't sitting well. Everyone must succeed on a DC 11 Constitution saving throw or add a day of travel due to frequent bathroom stops.
5	Three Icewind Kobolds per party member hold up the party demanding all their rations, bedrolls, and snowshoes. They will move on without further violence if their demands are met or other viable offers are agreed to.
6	One Gnoll hunter per party member, attacks from the darkness just beyond the light sources.

Blizzards. Navigating while in a blizzard requires an DC 15 Wisdom (Survival) check. Choosing to wait it out, or failing the check add one day of travel time. If the check fails by 5 or more, add two days of travel time. (see **Appendix 9**).

Developments

Once they've completed the days required for their journey, they arrive at the destination. Proceed to **Part 3**.

Walloping Arrows

If the characters did not find the *walloping arrows* during part 1, feel free to introduce them here, either Ahan brought them and might hand them to a character to use in a fight, or drop them as treasure after a random attack.

Part 3: The Cave

Estimated Duration: 2 hours

The cave is set in the face of a low cliff that seems to have been made from cutting away half of a natural hill. Returning the necklace to the treasure chamber at the back of the cave is **Story Objective B**.

Area Information

See **Appendix 5** for a map of the Cave.

Lighting. There are no sources of light inside, unless noted in the scene description.

Scene A: The Goat

Area Information

Dimensions & Terrain. 10x20-foot nook.

Creature Information

Peter (a **mountain goat**) is sheltering from the weather at the back of this small cavern.

What do they know? Peter knows that it's cold outside and that there are lots of small, strange, excitable creatures and a big one that seems more calm in the next cave.

What do they want? Warmth and safety, food, preferably fresh grass.

Charge. The first creature to enter this area will startle the goat into screaming, and then be charged and rammed. The goat will then attempt to run off into the open to find safer places to rest. Calming Peter would require a DC 10 Wisdom (Animal Handling) check after the initial attack.

Scene B: Snowball Room

Area Information

Dimensions & Terrain. The cavern is 55x45-foot. The ceiling is 30 feet high. A natural shelf rims much of the room about 15 feet off the ground, creating a sort of balcony.

Lighting. There is no light until the characters enter the area. Once into the room, braziers on the shelf spring to life, bathing the cavern in dim light.

This area is a large, rounded cavern, with few stalagmites or other obstructions. A natural shelf rings most of the wall. As you enter this area, braziers on the shelf spring to life and you hear sounds like wind in treetops, chattering squirrels, and a bubbling brook. The sounds seem to swell and phase in and out as a response to your presence. You feel a tingling in your arm and look down to see there's a snowball in your hand. "It appears that they have chosen you as their champions," a voice says from the deepest shadows of the cave. The speaker, a large humanoid form with the head and arms of a polar bear, steps forward. "Now we can make an end of this madness."

You see stepping out of the stone, dozens of six-inch-tall, faceless elemental spirits wearing togas. They appear to populate the shelf all around. You hear animal noises over their otherwise voiceless cheering. They fling flower petals down upon you in what appears to be a celebration of an upcoming gladiatorial match.

Creature Information

The speaker is Koka (a werepolarbear in hybrid form). He wears thick pants and boots, but his top is bare. He has a satchel slung at his side which is a *gray bag of tricks*, from which he alone can draw any locally native animal he likes.

What do they know? Koka has been allowed to stay in this cave only because he consistently entertains the chwingas. They have been in a gladiatorial mood lately and have convinced Koka to give them gladiator matches. So far, it has been beast on beast. But when the party entered and the chwingas charmed them with snowballs, he knew how to give them the battle royale their sweet little elemental hearts have been craving.

What do they want? Koka wants to give the chwingas a good show that they will enjoy.

Roleplaying the Chwingas

These chwingas have gotten themselves in a gladiatorial mood and have made this their coliseum. Their body language says “Kill Him!” but without ability to yell the effect is somewhat lost. Because they don’t have a language, they communicate using their druidcraft. Animal noises echo through the stands. Often using a seal’s barking noises to express pleasure. Crow’s cawing represents crying foul. Bubbling stream sounds augment their applause so that their dozens sound like thousands

Gladiator Match

When the party appears and the chwingas charm them with snowballs, Koka will lay out the situation: The chwingas want a gladiator fight. Apparently with snowballs. If the party agrees to fight only with snowballs, he promises to take it easy on them and they will likely be rewarded by the chwingas. Since the animals he will summon can’t throw snowballs, they will attack with their natural weapons. But he promises that they will go only for a knockout, not a kill.

Snowball Combat. If the party commits to using only snowballs, Koka draws forth fuzzi balls from his bag of tricks that become a **polar bear**, a **wolf**, and an **owl**.

Normal Combat. If they do not agree to commit to only snowballs, Koka is disappointed (all this pointless violence can’t be good for the chwingas’ psyches) and he will be a little petty and pull out stronger beasts: a **polar bear**, a **walrus** and a **winter wolf**.

Adjusting Normal Combat

Here are some suggestions for adjusting this scene:

Very Weak: Koka pulls out a **walrus** and two **wolves**

Weak: Koka pulls out a **polar bear**, a **wolf**, and an **owl**

Strong: Koka pulls out two **polar bears** and one **wolf**

Very Strong: Koka pulls out three **winter wolves**

Charm of Snowball Strike. The chwingas have used their *supernatural charms* to grant each character the *charm of snowball strike* (see Appendix 6). Chwingas will continue to provide snowballs.

Developments

Failure. If all the characters pass out, they awaken 1d4 hours later to find the chwingas gone and Koka leaning over them with a grateful smile for helping him give them a good show. He is sorry to have put the characters through this and gives them his *gray bag of tricks* in compensation, “...though it likely won’t produce the same things for you as it did for me. I’m just special.”

Success. If the party wins the combat, any characters who fought using only snowballs has earned the love and admiration of the crowd of chwingas. They druidcraft a laurel wreath on the victor’s heads and bestow a *charm of heroism* on those characters (see **Appendix 6**).

Koka melodramatically frets in a long monologue about what cursed luck he has that the chwingas found such powerful champions. You’re also pretty sure you hear him say that the chwingas can’t understand a word of this, but they love the emotion.

He walks over to the you and hands over his bag like a surrendered weapon with a dramatic bow while saying “Here. I’m sorry to have troubled you. Take this as a prize. It probably won’t pull out anything nearly as cool for you as it did for me. But you’ll still get something from it. Now, turn and play it up for your audience.”

Koka’s Mission. Koka gets inspiration to write a novella about camaraderie among gladiators who are forced to kill each other for sport. If asked to stay and help, he will not because he needs to start writing while the inspiration is fresh.

Treasure

Win or lose, the characters get access to Koka’s *gray bag of tricks* (see **Appendix 7**).

Scene C: Tunnel Descent

Dimensions & Terrain. The tunnel is 10 feet wide and drops dozens of feet in elevation as it goes 80 feet to the south, then turns to head 30 feet back north. There are several places where pockets are formed in the wall. At the southernmost point there's a pile of rocks, which killed the gnoll that attacked Ahan.

Temperature. As the tunnel drops, the temperature rises to 50 degrees due to the natural insulation.

Scene D: Underground River

Area Information

Dimensions & Terrain. The hallway opens up to a 30x40-foot cavern with a 15-foot wide river flowing across the back part of the room. Beyond the river, a bit of ground sits before a wall of rubble. An open area to the north contains only traces of the slaughter of the gnolls that Ahan's party cornered here.

The River. Swimming up the river would make it possible to get into the hag lair via the kitchen.

Bones. A DC 10 Wisdom (Medicine) check will reveal that the bones on the ground are from kobolds and gnolls.

Rubble. This is a cave-in which blocks the path. Four hours' worth of work for one character is required to create a 5-foot gap near the top. Clearing the entire opening would take one character two weeks. Six castings of *mold earth* will clear the tunnel.

Scene E: Hag Lair

Area Information

Dimensions & Terrain. The hag lair is generally L shaped with the main living area being 75x20-foot and consists of a larger living area with a kitchen and three small nooks measuring 10x15-foot as sleeping quarters for one hag each.

Kitchen appliances. In the kitchen area there are rusted pots and pans, plates, and poorly crafted cutlery. In the fireplace is a large cauldron in pristine shape.

Personal effects. In the sleeping nooks there are a few personal effects left behind such as books containing poorly written romantic poems, an unfinished knitted sweater, an embroidery with the letters *f* and *u* in pink.

Tunnel. On the southern wall is a tunnel leading to the treasure room (see **Scene F**).

Creature Information

Spread around the complex in groups of 2 or 3 are two **kobold vampire spawn** and six **Icewind kobold zombies**. One of the vampires is hiding in the chimney, the others are in the sleeping nooks, attempting to surprise the characters.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

Very Weak: Remove both **kobold vampire spawn** and add two **Icewind kobold zombies**.

Weak: Remove one **kobold vampire spawn** and one **Icewind kobold zombies**.

Strong: Remove one **Icewind kobold zombies** and add a **kobold vampire spawn**.

Very Strong: Remove two **Icewind kobold zombies** and add two **kobold vampire spawn**.

What do they want? Brains and blood.

What do they know? As previous slaves, the kobolds know that the lair was previously inhabited by three hags who suddenly vanished.

Scene F: Treasure Room

Area Information

Dimensions & Terrain. The tunnel leads into a 10x25-foot chamber.

Treasure pile. Along the back wall is a pile of treasure. All items in this pile are cursed with the same curse as the necklace.

Creature Information

Just as the characters are placing the necklace on the treasure pile, Fritney-with-a-y (a **bheur hag**) arrives saying "You picked a bad day to try to rob this vault."

What do they want? Fritney-with-a-y has been sent ahead of her sisters to see how the Cave fares. She needs servants and a clean cave.

What do they know? Fritney-with-a-y knows her part of the story in the **adventure primer**.

Developments

The characters can convince Fritney-with-a-y that they are putting the necklace back by a DC 12 Charisma (Persuasion) check.

Success. On a successful check she relaxes and says: “Regardless, you killed all my kobold slaves, for that I demand compensation.” Proceed to

Scene G – Alternative A.

Failure. On a failed check she says “Nice try, but Fritney-with-a-y knows all. You have killed my kobold slaves, and now you will replace them!” Proceed to **Scene G – Alternative B.**

Scene G: New Career?

Either as the price of their freedom, or as their first order of business for her eternal slaves, the characters will be tasked to clean this place up and freshen up the look.

Goals

The object of the challenge depends on how they fared in **Scene F**. For those who succeeded and have only the debt of the dead kobolds, they want to satisfy Fritney-with-a-y with their work so she will release them by succeeding at the skill checks.

For those who are enslaved as thieves, the goal of the challenge is to convince her they are not up to standards as servants without making killing them a more appealing option for her by failing the skill checks.

Alternative A: Buying Their Freedom

Have each character make a skill check using any skill they wish to apply to satisfying the hag. The DC of each check is 13. Ideas might include making a Performance check to do a quality cleaning job, using Mason’s Tools to knock out a wall for a more open floor plan or using Insight to get an idea for what kinds of decorating she might find tacky. The challenge is successful if half the characters or better succeed at their checks.

Success. If Fritney-with-a-y is satisfied with the character’s effort to decorate her lair, she will allow them safe passage out of the cave after they are sworn to secrecy.

Secrecy. The hag will have the characters swear never to reveal what they have experienced in the cave. To ensure their word, Fritney-with-a-y will ask each person a personal question such as:

- What is your favorite food?
- What do you remember about your parents?
- What is your favorite smell?
- What is your favorite color?
- Did you have a childhood pet?
- Describe the best day of your life.
- What do you really enjoy doing?

After each character has supplied an answer, Fritney-with-a-y warns them that should they ever reveal the existence of this lair, their favorite food will taste like dirt, they won’t remember their parents’ names no matter how many times they’re reminded, the activity they used to enjoy will no longer spark pleasure to them, the memory they provided will be erased from their lives forever.

After binding them to secrecy, they are free to travel wherever they want, knowing that they have saved the town of Caer-Konig, even if they can’t share that with anyone. Move to **Wrap-up**.

Failure. If she’s not happy she says, “this place isn’t worth saving,” then teleports into the treasure vault as the cave starts collapsing. Proceed to **Scene H**.

Alternative B: Terrible Slaves

Fritney-with-a-y has claimed the party as slaves and will assign the characters tasks. A character with proficiency in Performance might be ordered to clean. Someone with proficiency with Tinker’s Tools might be ordered to construct a new conversation piece lamp made of bones. Looking athletic, someone might be ordered to move rubble. Have each character roll the check for their assigned task. **They want to fail this check**, which has DC 13.

Unfortunate Success. If more characters succeed at the checks than fail, the party will be kept as capable slaves. Let the characters determine how long they are staying before they try to escape or assassinate Fritney-with-a-y.

Escaping. Trying to escape, the characters will realize that a spell is preventing them from leaving.

Assassination. When they are ready to pick a fight, let them describe the circumstances and give them one round of surprise if they plan well. On Frittney's first turn, she will say "FINE! You want to go, then go! I release you! But good luck surviving the journey back out!"

Proceed to **Scene H**.

Sweet Failure. If more characters fail this check than succeed, Fritney-with-a-y will declare "You know what? I never really liked this cave, anyway! Decent help is impossible to find." Immediately, rumbling overhead indicates she has triggered a cave-in. Proceed to **Scene H**.

Scene H: The Cave Collapsing

Only run this section if the cave starts collapsing. During a chase a creature can take one action and its allowed movement on its turn. Run this section as theater of the mind.

Chase. The characters start 165 feet from safety. At the end of each turn roll a d20 and consult the **chase complication** table. The result affects the next creature in the initiative order. For more information on chases see chapter 8 of the *Dungeon Masters Guide*.

Failure. Anyone still within the collapse zone after four rounds will take 17 (5d6) bludgeoning damage and be trapped.

Once the chase is finished, proceed to **Wrap-up**.

Wrap-up: Heroes none the less

Once out of the cave, the characters are free to travel where they need to be. No matter how they escaped the cavern, they are heroes for saving Caer-Konig.

Rewards. If the characters were promised payment from Solveig, they may return to Caer-Konig and receive that. Even if they don't tell the whole story, the lack of bad fortune is enough to secure Solveig's trust.

Trapped. If anyone got trapped in the cave, they are rescued by Koka, Chwingas or citizens of Caer-Konig at your discretion.

d20	Chase Complication
1	The floor collapses under your feet. Make a DC 10 Dexterity saving throw. On a failed save you fall 1d4x5 feet and take 3 (1d6) bludgeoning damage per 10 feet and land prone.
2	A scared goat comes running into the tunnel. Make a DC 15 Wisdom (Animal Handling) check to calm the goat or be rammed, taking 2 (1d4) bludgeoning damage and must make a DC 10 Strength saving throw or be knocked prone.
3	Make a DC 10 Constitution saving throw. On a failed save you are blinded by dust falling from the ceiling until the end of your turn. While blinded this way, your speed is halved.
4	Make a DC 10 Dexterity saving throw. On a failed save your foot gets stuck in a crack in the floor and you are restrained. Freeing yourself takes a DC 10 Strength (Athletics) check. Another creature with a strength score of at least 8 can use their help action to give advantage on this roll or try to free the restrained creature.
5	A boulder falls from the ceiling. Make a DC 10 Dexterity save to move out of the way or take 3 (1d6) bludgeoning damage.
6	There's a patch of algae on the ground, make a DC 12 Dexterity (Acrobatics) check or DC 15 Strength (Athletics) check to avoid starting your turn prone.
7	Water gushes forth from a new break in the wall. You lose 10 feet of movement.
8	Chwingas are blocking your path. Make a DC 10 Charisma (Intimidation) check to make them move. On a failed check they count as difficult terrain for this round.
9	Many smaller rocks are clattering across your path, making all movement this turn difficult terrain.
10	You startle some chwingas and one throws a snowball at you.
11-20	No complication

Trapped

Having been trapped in a cave can leave marks on a character. The players might make this experience influence their role play decisions or reactions in later adventures.

Rewards

At the **end of the session**, the characters receive 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 feature 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 **Appendix 7**:

- *Masquerade tattoo*
- *Walloping arrow*
- *Bag of tricks (grey)*

Dungeon Master Rewards

For running this adventure, one of your characters gains a level. That character receives gold based on their tier prior to advancement:

Tier GP Earned

1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

Dramatis Personae

The following NPCs feature prominently in this adventure.

SOLVEIG PEBBLEBACK (SOHL-vay).

A goodie-two-shoes very lawful good female dwarven priest of Lathander who grew up in Caer-Konig.

- **What They Want?** Security for the Ten-Towns.
- **Older and wiser.** She has grown wiser as she's aged. She looks back at her youth as a time of silliness. Making enemies by petty selfishness.

AHAN FLINTGRANITE.

A chaotic good female hill dwarf wilderness guide who recently has noticed the joys of adventuring.

- **What They Want?** Fame and glory!
- **Balancing the Risks.** "You can't get fame without some risk. The higher the risk, the higher the reward." But the steady job at Frozenfar and its guaranteed income is not worth sacrificing for the possibility of treasures.
- **Resenting Solveig.** When they were in school, Solveig knowingly spread false rumors about Ahan having cheated to pass an exam. Because Solveig was "Miss Perfect", the teacher believed her and Ahan was punished and given a failing grade for that test.

ATENAS SWIFT. An aging, neutral good male human store clerk who can feel the cold in his joints and ventures out less frequently than he once did. Nowadays, he prefers to stay indoors while offering the services of his dwarven wilderness guide employees.

- **What They Want?** Atenas wants to run a successful business that keeps him closer to home.
- **Competition is Healthy.** He enjoys a little competitive ribbing between himself and his employees.

KOKA. A lawful good male werepolarbear. He's been wandering the frozen north since being found by Oyaminartok near frozen to death and was bitten to save his life.

- **What They Want?** Koka prefers spending time in caves, out of the weather. He wants to see joy on people's faces.
- **Keeping Favorites.** He is quite deferential and likes to give people what they want if he takes a shine to them.

RUFUS. The ghost of a young male human who is trying to figure out his new situation. He was hunting in the ruins and fell from a wall and died about a tenday ago.

- **What They Want.** He wants to make the best of his ghostly state because moving on to hell does not seem tempting. He'd rather not become a lemure. A ghostly pet would make this existence so much more bearable.
- **Boooooored!** Even though it's somewhat fun to scare people, He's still so very, very bored...and lonely!

FRITNEY-WITH-A-Y. A bheur hag belonging to a coven with a preference to party and torture.

- **What They Want?** She wants to ensure that her living situation is up to standards, with a modern look and a proper staff of slaves.
- **Material Plane Has Its Good Sides.** She does enjoy the pleasures of the material plane and looks forward to returning to her treasures. There is some regret about the tramp stamp she got as a much younger hag, though.

Creature Statistics

Bheur Hag

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Wis +4

Skills Nature +4, Perception +4, Stealth +6, Survival +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Auran, Common, Giant

Challenge 7 (2,900 XP)

Graystaff Magic. The hag carries a graystaff, a length of gray wood that is a focus for her inner power. She can ride the staff as if it were a *broom of flying*. While holding the staff, she can cast additional spells with her Innate Spellcasting trait (these spells are marked with an asterisk). If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a graystaff.

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

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *hold person**, *ray of frost*

3/day each: *cone of cold**, *ice storm**, *wall of ice**

1/day each: *control weather*

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage plus 3 (1d6) cold damage.

Maddening Feast. The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Maddening Feast for the next 24 hours.

Crag Cat

Large monstrosity, unaligned

Armor Class 13

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Nondetection. The cat cannot be targeted or detected by any divination magic or perceived through magical scrying sensors.

Pounce. If the cat moves at least 20 feet straight toward a creature then hits it with a claw attack on the same turn, that target must succeed on a DC13 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

Spell Turning. The cat has advantage on saving throws against any spell that targets only the cat (not an area). If the cat's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect on the cat and instead targets the caster.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Fox

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 0 (0 or 10 XP)

Keen Hearing. The fox has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Hare

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	9 (-1)	2 (-4)	11 (+0)	4 (-3)

Skills Perception +2, Stealth +5

Senses passive Perception 12

Languages —

Challenge 0 (0 or 10 XP)

Escape. The hare can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Icewind Kobold Zombie

Small undead, neutral evil

Armor Class 9 (scraps of hide armor)

Hit Points 19 (3d6 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	3 (-4)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Draconic but can't speak

Challenge 1/8 (25 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

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

Actions

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

Kobold Vampire Spawn

Small undead, neutral evil

Armor Class 14

Hit Points 39 (6d6 + 18)

Speed 30 ft., climb 20 ft.

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

Saving Throws Dex +6, Wis +1

Skills Perception +1, Stealth +6

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 3 (700 XP)

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

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

Unusual Nature. The vampire doesn't require air.

Vampire Weaknesses. The vampire has the following flaws:

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

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

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

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

Actions

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

Mountain Goat

Medium beast, unaligned

Armor Class 11

Hit Points 13 (2d8 + 4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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

Owl

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 60 ft.

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

Skills Perception +3, Stealth +3

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 0 (0 or 10 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Polar Bear

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

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

Actions

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

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Seal

Medium beast, unaligned

Armor Class 11

Hit Points 9 (2d8)

Speed 20 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 0 (0 or 10 XP)

Hold Breath. The seal can hold its breath for 15 minutes.

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

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Spy

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

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 1/2 (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.

Walrus

Large beast, unaligned

Armor Class 9

Hit Points 22 (3d10 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	14 (+2)	3 (-4)	11 (+0)	4 (-3)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Hold Breath. The walrus can hold its breath for 10 minutes.

Actions

Tusks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Winter Wolf

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

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

Skills Perception +5, Stealth +3

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

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

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

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

Actions

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

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

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Appendix 1: The Legend of the Cursed Necklace

More than two hundred years ago, a coven of hags, Frittney-with-a-y, Hrimgerd, and Bhakira Seyonce moved into a cave system northeast of the Ten Towns. The available kobold population in the area made for ideal servants to find them food and components for their magical experiments. The hags also gathered a hoard of treasure that they kept in a vault in their cave.

The hags laid powerful curses on the treasures they laid up for themselves. But they were called back to the feywild for a summons from the Queen of the Unseelie Court. Though they intended to return to their cave home and the wealth they left locked up immediately, time operates differently in the Feywild and they have still not returned more than 150 years later.

The kobolds who had served as slaves to the hags were never told where the hags were going or how long they would be gone, and so entered the vault while trying to see what became of their masters. Some gave into their draconic nature, taking such little bits as they thought might not be missed when their mistresses returned. The kobolds who took treasure found themselves experiencing constant misfortune, which the other kobolds laughed at uproariously. Subsequent infighting killed or drove off the kobolds from the area and caused cave-ins that sealed away the hag's living areas in the deepest parts of the cave.

The necklace was one such trinket that was taken from the vault by a kobold. That kobold was killed in a cave in. A Xorn found it in the rubble and took it clear of the cave to enjoy it as a fine meal, but as it was about to tuck in, a remorhaz burrowed past, incidentally ingesting the xorn, and just missing the necklace. Gnolls following the tunnels of the remorhaz found the necklace just lying there in the tunnel. These gnolls also happened to find the original cave system and moved in, seeking to hide from gnoll hunters from Caer-Konig. However, their luck soured when one of their scouts sneezed within

hearing of human trappers, who tracked him back to the caves, but were not ready for a fight with a pack. They instead told of the gnoll presence over drinks at the Hook, Line, and Sinker when they returned to town.

Caer-Konig's standing bounty on gnolls inspired a group of traveling adventurers at the tavern to hire a guide and trek to the cave that the trappers spoke of. The unlucky gnoll who was in possession of necklace at the time numbered among the dead. Ahan Flintgranite was the guide on that expedition and kept the necklace herself. It has been hanging around the neck of a stuffed reindeer on the wall of Frozenfar Expeditions, and the town has had enough of its bad luck.

The Necklace

This heavy gold chain features three polished rectangular green tiger's eye gemstones hung at even intervals. Set in the center stone is a small, teardrop shaped jasper.

The Legend

Using a scroll of *legend lore* on it gave Solveig this vision: "Forged with care. Lost to time. The prize claimed and treasured by one who casts a longer shadow. Finder's Keepers? Changing hands as those who grasp tightest find themselves least able to maintain a grip. Ashes to Ashes. Dust to Dust. Vault to Vault. The curse cannot rest anywhere else."

Identify

Identify reveals that the necklace is cursed and appears foreign to our plane of existence. The curse has an indeterminate area of influence but affects creatures who handle it more directly and lingering.

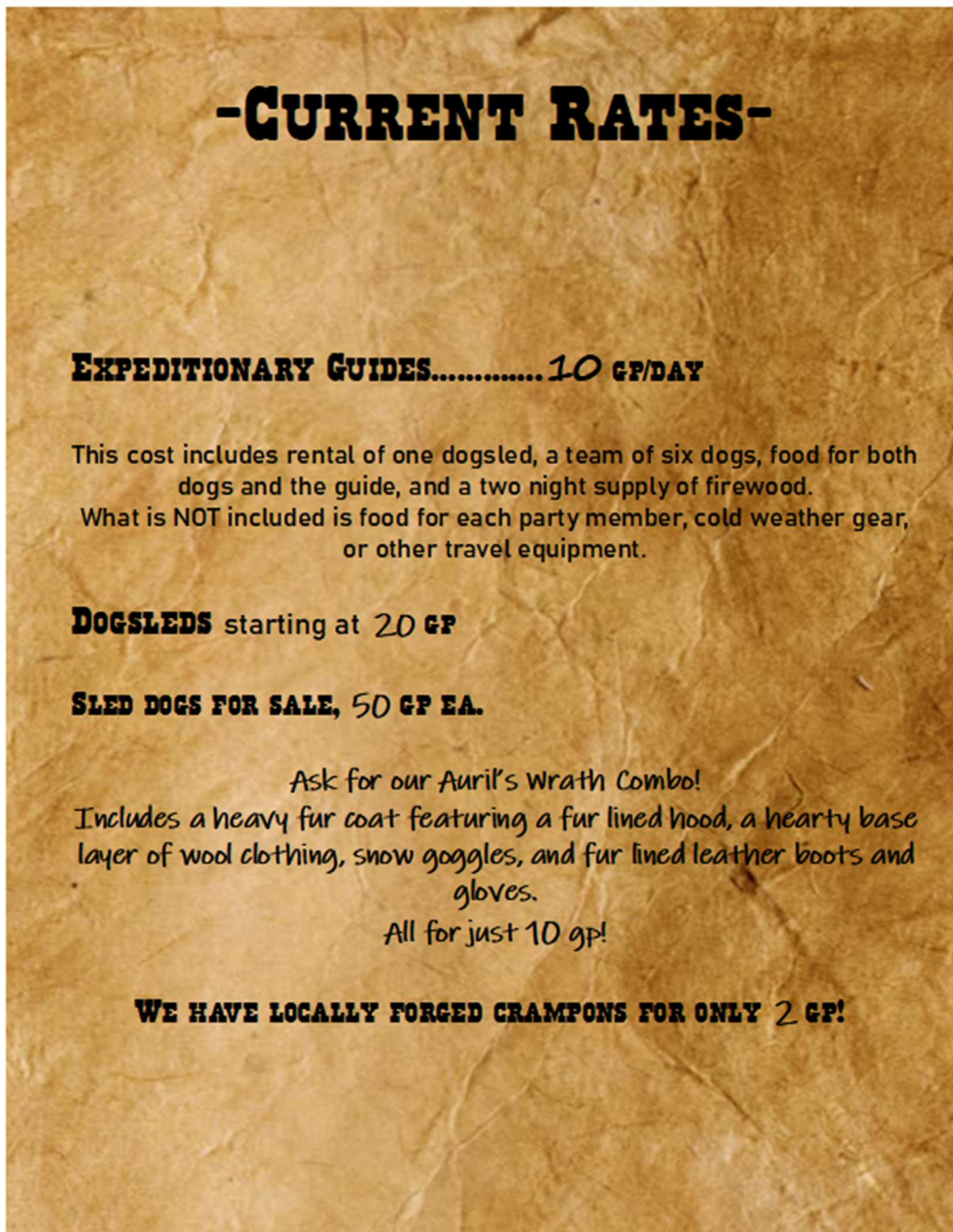
The necklace has a home where the curse will deactivate. If dropped, it will always land with the center stone pointed toward the vault.

Detect Magic

Detect magic reveals that it is magical, but it does not fit into any particular school of magic.

Appendix 2: Poster on the Door

The front face of Frozenfar Expeditions is covered with posters.



-CURRENT RATES-

EXPEDITIONARY GUIDES.....10 GP/DAY

This cost includes rental of one dogsled, a team of six dogs, food for both dogs and the guide, and a two night supply of firewood.
What is NOT included is food for each party member, cold weather gear, or other travel equipment.

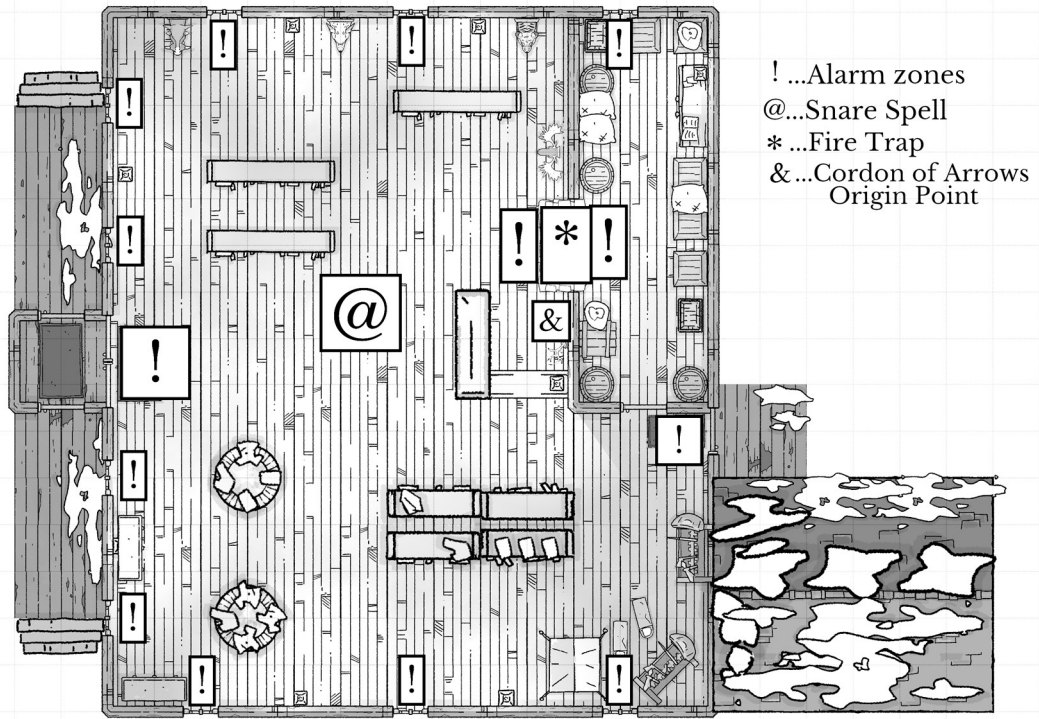
DOGSLEDS starting at 20 GP

SLED DOGS FOR SALE, 50 GP EA.

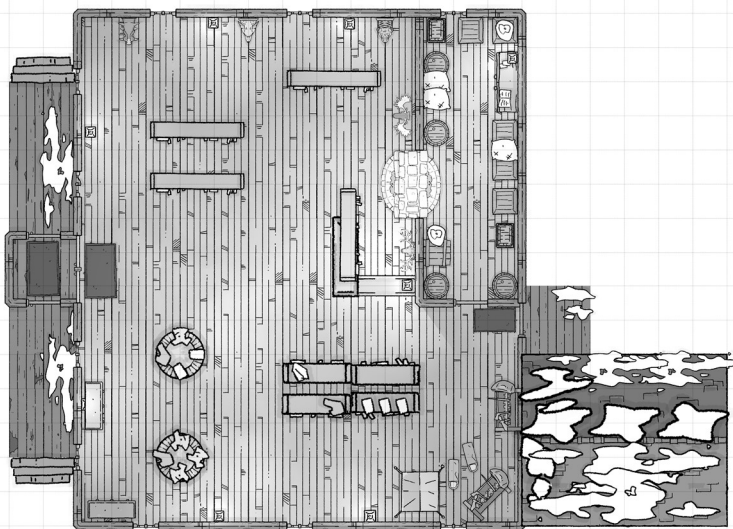
Ask for our Auril's Wrath Combo!
Includes a heavy fur coat featuring a fur lined hood, a hearty base layer of wool clothing, snow goggles, and fur lined leather boots and gloves.
All for just 10 gp!

WE HAVE LOCALLY FORGED CRAMPONS FOR ONLY 2 GP!

Appendix 3: Map of Frozenfar Expeditions

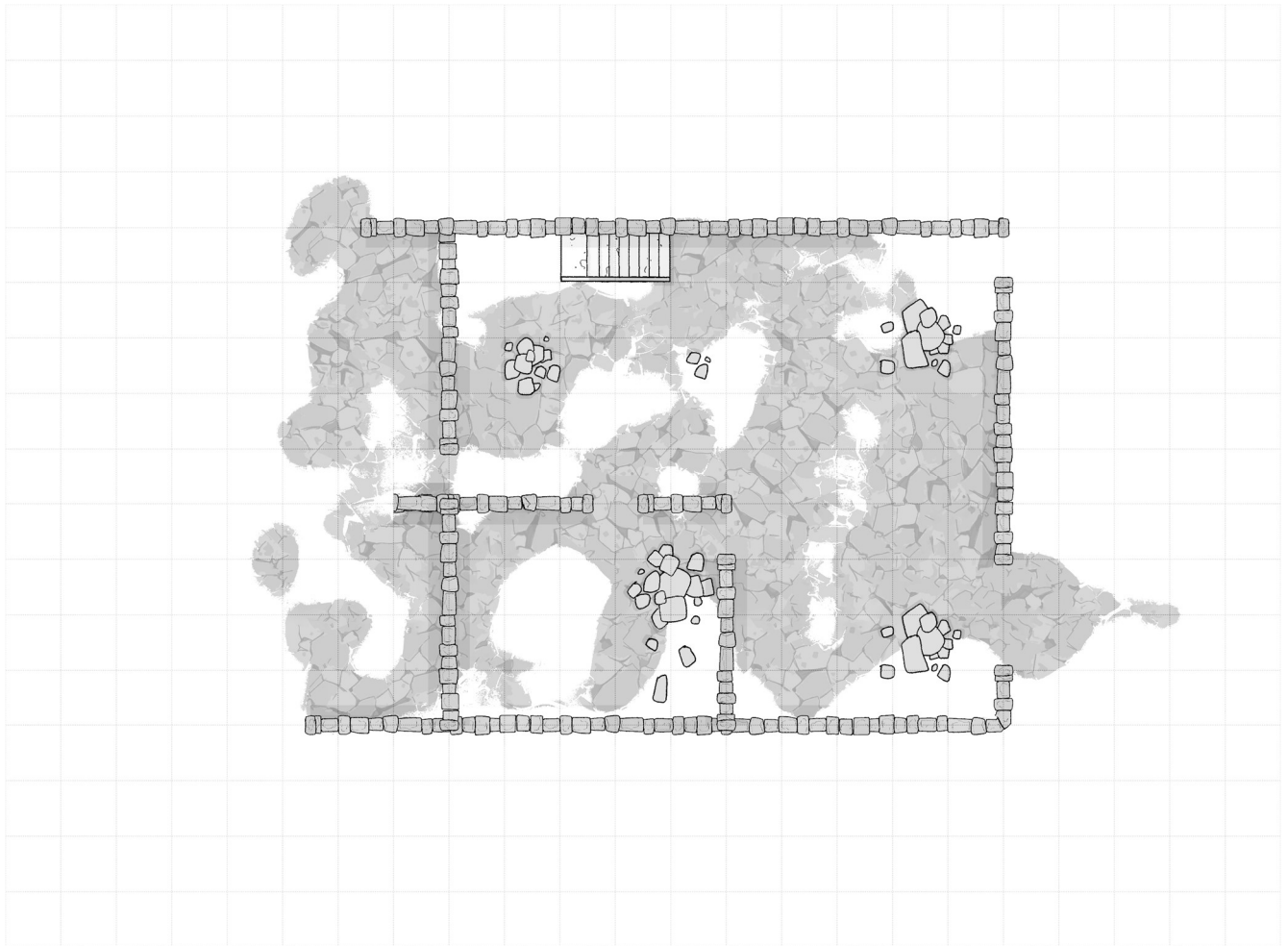


Dungeon Master keyed version.

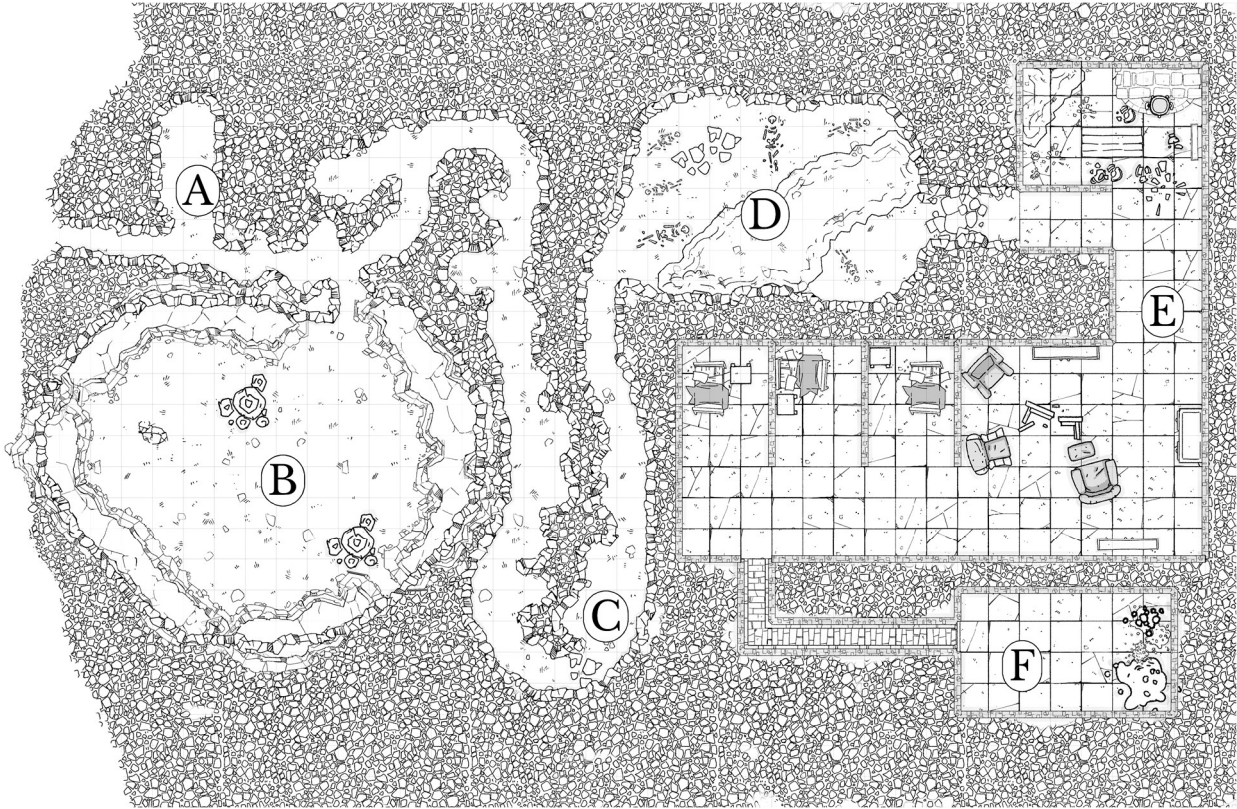


Player version

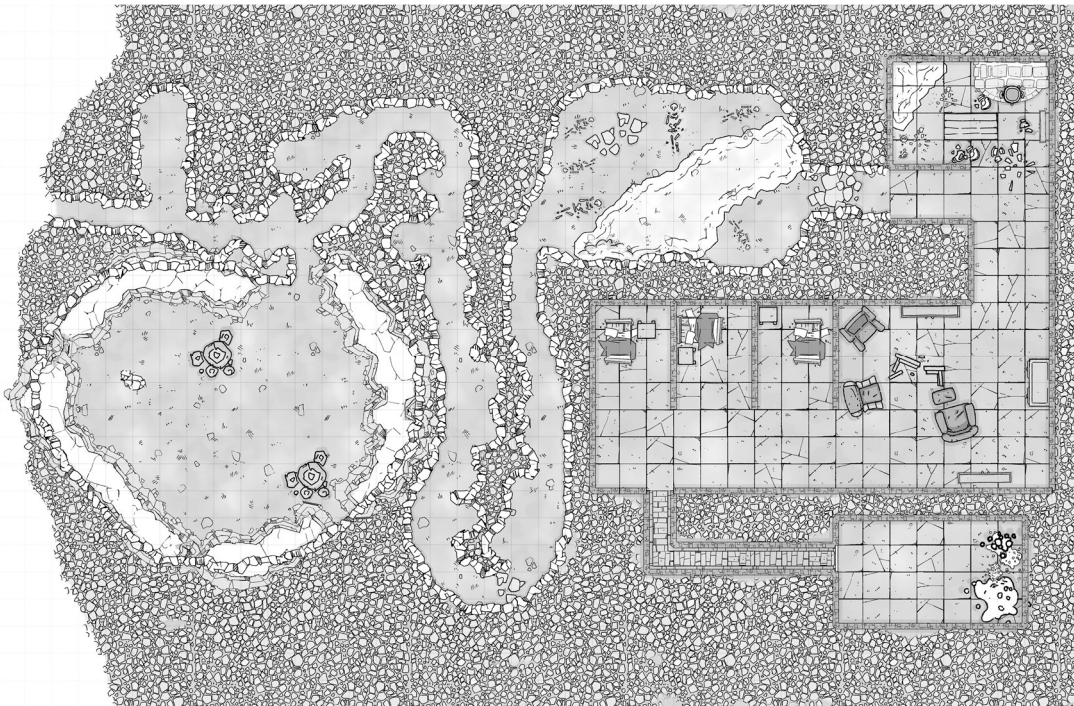
Appendix 4: Map of the Ruins



Appendix 5: Map of the Cave System



Dungeon Master keyed version



Player Version

Appendix 6: Story items

Please notice that the characters are not able to keep these items after the adventure.

The Cursed Necklace

Treasure, unique

This heavy gold chain features three polished rectangular green tiger's eye gemstones hung at even intervals. Set in the center stone is a small, teardrop shaped jasper that looks very stark against the green backing.

Curse. Once you hold this necklace, you are cursed until it is no longer on your person and you have taken a long rest.

All saving throws and ability checks are made at disadvantage.

The necklace tugs slightly, almost unremarkably, towards its home and if dropped, it will land with the center stone pointed towards the vault.

The necklace bestows bad luck within 2000 feet of its location, so long as it remains outside its rightful place in the hag's vault.

Creatures attempting to sleep close by the necklace must make a DC 10 Constitution saving throw or gain one level of exhaustion.

For the creature that carries it, their bad luck goes from bad to worse. For every natural 1 on any d20 roll made by the creature who carries it, the DM gets a Luck Point to spend as an advantaged roll for any monster or non-allied NPC's attack roll or saving throw.

This curse was crudely made and can be detected by a *identify* spell, at the same time, *remove curse* does nothing.

Necklace of the Drunkard

Wondrous item, uncommon

This amulet smells of old, ale-stained wood. While wearing it, you can regain 4d4 + 4 hit points when you drink a pint of beer, ale, mead, or wine. Once the amulet has restored hit points, it can't do so again until the next dawn.

Charm of Snowball Strike

This charm has 5 charges. As a bonus action, you can expend 1 of the charm's charges to create a magical snowball in your hand and throw it. You must have a hand free to hold the snowball, or the charge is wasted. The snowball is a magic ranged weapon with which you are proficient. It has a normal range of 20 feet and a long range of 60 feet, it deals 1d4 cold damage on a hit, and it scores a critical hit on a roll of 19 or 20. If you score a critical hit with the snowball, the target is blinded until the end of its next turn. The snowball vanishes immediately after you hit or miss with it, or at the end of your turn if you don't throw it. Once all its charges have been expended, this charm vanishes from you.

Charm of Heroism

This charm allows you to give yourself the benefit of a *potion of heroism* as an action. Once you do so, the charm vanishes from you.

From *Potion of Heroism*: For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bleed* spell (no concentration required). This blue potion bubbles and steams as if boiling.

Appendix 7: Character Rewards

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing out rewards they didn't receive during the session):

Masquerade Tattoo

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo appears on your body as whatever you desire. Tattoo Attunement.

To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

Fluid Ink.

As a bonus action, you can shape the tattoo into any color or pattern and move it to any area of your skin. Whatever form it takes, it is always obviously a tattoo. It can range in size from no smaller than a copper piece to an intricate work of art that covers all your skin.

Disguise Self. As an action, you can use the tattoo to cast the *disguise self* spell (DC 13 to discern the disguise). Once the spell is cast from the tattoo, it can't be cast from the tattoo again until the next dawn.

Wallop Arrow

Ammunition, common

This ammunition packs a wallop. A creature hit by the ammunition must succeed on a DC 10 Strength saving throw or be knocked prone.

Gray Bag of Tricks

Wondrous item, uncommon

This ordinary bag, made from gray cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

d8	Creature
1	Weasel
2	Giant rat
3	Badger
4	Boar
5	Panther
6	Giant badger
7	Dire wolf
8	Giant elk

Appendix 8: Preparing this Adventure

This is Your Adventure

You are free to make this adventure your own. Make adjustments as you see fit. Put extra focus on the themes you want to play up.

Playing the Pillars

There should be plenty of opportunities for all three pillars of play throughout the module.

Social. Most encounters can be solved through roleplay, and there should be plenty of NPCs for the characters to interact with. Solveig, Ahan, Koka, Fritney-with-a-y are all chatty people. Even the chwinga should be open for some sort of communication.

Exploration. All three parts of the module have room for exploration, whether it's Frozenfar Expeditions, the ruins in Caer-Konig, the wilderness of Icewind Dale, or the Cave.

Combat. Pure combat encounters are the random misfortunes in part 2, the snowball encounter and the kobold zombies in part 3. For most groups, this will be enough combat.

Owned Magic Items

Asking your players before the game begins what magic items they carry is common for many DMs as a way to prepare for possible shenanigans by their players, but doing so in this adventure will allow you to smoothly roleplay Ahan's counter-offer in **Part 1: Scene C**.

Treasure

The characters might not interact with the magic items where they are written in the module. They can be moved to another location of your choice. Examples: Fritney-with-a-y has a *masquerade tattoo* on her lower back. This might be noticed through a rip in the hag's robes. Ahan brings walloping arrows and hands them out to everyone before entering the cave. Or Fritney has the *gray bag of tricks* in the living area if the party doesn't experience **Part 3 Scene B**.

What if the party kills Ahan

This only adds to the legendary bad luck the necklace has been cursed with. It got Ahan killed. Solveig is able to cast *speak with dead*. The only question Solveig insists they ask is "How do we get to the place you found the necklace?" The other four questions allowed by the spell can be posed by the party.

Tips for Managing Part 2.

Running multiple combats during the journey is both time consuming and tedious. To avoid this possibility, the two possible combat results are numbers 5 and 6 on a d6. Once either number comes up and you have resolved the combat, if you want to continue longer with part 2, it is recommended that you switch to rolling a d4 to avoid another combat here.

Turning on Koka

Should the party agree to fight with only snowballs, and uses traditional weapons anyway, Koka yells "No honor? Then no mercy, my champions!" and his animals fight to kill. Should they attack him directly, a werebear should be able to down a tier 1 party, and they are knocked out, leading to the **Failure** scene described in the **Developments** section of **Part 3: Scene B**. If they should prevail over Koka, the chwingas respond as written for a victorious party.

Fighting Fritney-with-a-y

The party should not be allowed to short rest before Fritney-with-a-y appears, and if they try, she will emerge before it is finished.

Remind them that hags are powerful creatures. If they still attack, she will decide this is no longer a private location for a lair and activates the magically triggered self-destruct, beginning the chase scene in **Part 3: Scene H**.

Appendix 9: Rules Compendium

Please review the rules for overland travel and other environmental effects in Icewind Dale as reprinted in this appendix. As presented in this adventure, travel is simplified to move the story along, but you may wish to use a more grueling survivalist journey and the rules for that have been included for your convenience.

Getting Around Ten-Towns

Most Ten-Towners travel from town to town on foot. Those who need to transport more goods than they can carry use wooden sleds pulled by dogs or domesticated axe beaks as pack animals. Such things can be bought and sold in every Ten-Towns settlement.

Dogsleds. An empty sled costs 20 gp, weighs 300 pounds, and has room at the back for one driver. A sled dog (**wolf**) costs 50 gp and can pull 360 pounds.

Sled dogs must take a short rest after pulling a sled for 1 hour; otherwise, they gain one level of exhaustion.

Axe Beaks. An axe beak's splayed toes allow it to run across snow, and it can carry as much weight as a mule. A domesticated axe beak can be purchased in Ten-Towns for 50 gp. See appendix A of the *Monster Manual* for the axe beak's stat block.

Extreme Cold

A creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather clothing (thick coats, gloves, and the like) and creatures naturally adapted to cold climates, such as reindeer and snowy owlbears.

Temperatures. During Auril's everlasting winter, the average temperature in Icewind Dale is -49 degrees Fahrenheit (-45 degrees Celsius). Wind chill can lower these temperatures by as much as 80 degrees.

Frigid Water

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

Blizzards

The blizzards that ravage Icewind Dale and harry travelers on the mountain pass are reflections of Auril's self-imposed isolation. A blizzard in Icewind Dale typically lasts 2d4 hours, and whenever the characters are caught in one, the following rules apply until it ends.

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

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

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

Appendix 10: 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>

Preparing the Adventure

Before you start play, consider the following:

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

