



HARTKILLER'S HORN

Claiming to possess Hartkiller's Horn, Ryndölg makes his move to take control of the Hartsvale. The non-giant residents have been pressed to declare their allegiance or be destroyed. Do they swear fealty to Jarl Ryndölg, or is there another option? Is there another contender to the throne? Sometimes the best choices can be the most dangerous

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



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INTRODUCTION

Welcome to *Hartkiller's Horn*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Storm King's Thunder*™ storyline season.

This adventure is designed for **three to seven 5th-10th level characters**, and is optimized for **five 8th-level characters**. Characters outside this level range cannot participate in this adventure.

The adventure is set in Hartsvale of the Forgotten Realms and the town of Stagwick.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®.

Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

WWW.DNDADVENTURERSLEAGUE.ORG

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the D&D basic rules or the Player's Handbook™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)
- Specifically, for this adventure, be sure to ask the players for their character's factions and renown.

Players that have characters outside the adventure's level range cannot participate in the adventure with those characters. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. 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 Player's 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 THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 8th level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To **figure out the party strength** for the adventure, consult the following table.

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or

may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since 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. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The Dungeon Master's Guide TM has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the D&D Adventurers League Player's Guide for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp

<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request one spell per day from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around the three towns as follows:

- Parnast (Tier 1).** Mielikki
- Stagwick (Tier 2).** Chauntea
- Beregost (Tier 3).** Lathander, Waukeen

DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a raise dead or revivify spell, or similar magic. A character subject to a raise dead spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after raise dead reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The

new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a raise dead spell. A raise dead spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the raise dead spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a raise dead spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is not available.

ADVENTURE BACKGROUND

Five days ago, the Ice Spire Mountains and the people of Hartsvale awoke to the blast of a powerful horn and the threat of invasion by an army of giants. Ryndölg, Runecaster and Jarl of the Frost Giants has found *Hartkiller's Horn*, an artifact that is believed to summon the hero of Hartsvale: Hartkiller, the youngest and smallest son of Annam the All Father who defeated the giants in the War of the Hart.

In response to the clarion call, ogres, hill giants, stone giants and frost giants have gathered from the far reaches of the Ice Spire Mountains. A group of adventurers dispatched by Good King Hartwick to determine if the tales were true and the giants were massing to attack the vale. Unfortunately, the tales were true. The giants are gathering, some of them seemingly for reasons even they couldn't explain.

Invasion of a simple vale is not enough for the Jarl, though. In the wake of the Ordning's dissolution, he seeks to defeat a foe that Annam will have no choice but to notice; his own son, Hartkiller. Using rune magic and the Horn of Hartkiller, the Jarl has returned the giant hero from the dead in order to defeat him in single combat—a feat no doubt sufficient to secure his rightful place in the Ordning.

Now he has only to draw his prey forth.

ADVENTURE OVERVIEW

This adventure begins the characters having arrived in Hartsvale, either having returned from scouting the giant horde as part of DDAL05-13 *Jarl Rising* or having answered Good King Hartwick's call for aid.

Part 1: Strange Things. With attention is focused on the horde to the north, King Hartwick is concerned about reports from the Frontier Scouts. Uli, one of the Frontier Scouts, is present to explain that they have noticed strange things on Middle Peak of the western range of the Ice Spires since Hartkiller's Horn has been sounded. Game has become suddenly scarce. Strange screams or cries have been heard. These reports have the King worried that Jarl Ryndölg is up to something and wants the characters to investigate before the vale is caught by surprise.

Part 2: The Challenge. Just before the characters leave, Jarl Ryndölg issues a challenge to the true leader of the vale--one on one--for the fate of the people. The elderly king would be no match for the Jarl but it seems like the fate of the vale has no better chance with the challenge than if its people must repel the giant army.

Part 3: Giants in the Snow. The characters--making for Middle Peak--cross paths with a patrol of giant scouts. If the characters take prisoners, they can potentially learn about the Jarl's plans.

Part 4: The Return of Hartkiller. The characters travel to Middle Peak where they find a regenerating Hartkiller, raised from the grave. He looks undead, but as he feasts on a pile of stags, his flesh is regrowing. If the characters speak with the risen Hartkiller, they learn that he believes that he has been raised not to restore the Ordning; but to restore Ostorla and a new Order. While Hartkiller is good, he clearly favors a world where giants rule over everything else.

Part 5: Hard Choices. The characters must now make a choice: support Hartkiller against Jarl Ryndölg potentially overthrowing King Hartwick, support Ryndölg against Hartkiller for concessions to protect the vale, or support neither and defend the vale alone.

ADVENTURE HOOK

The adventure assumes that either the characters are returning from scouting the giant horde as part of DDAL05-13 *Jarl Rising* or they were in the area when they heard King Hartwick's call.

Agent of the Crown. If characters have recently played DDAL05-13 *Jarl Rising*, using information provided by Uli, they have just scouted the giant army on the King's request. They have now returned and

based on their report, the King asks them to follow up another potential threat.

Secret Mission: Order of the Gauntlet. In the mountains, there is said to lair a great beast that is the spawn of the Storm Lord, Talos. Blessed by The Destroyer and infused with his blood, this creature is a horrible danger to the North. If you can track the Beast of Talos and slay it, you must do so. The world will be better without the beast in it.

Secret Mission: Lords Alliance. Maln, a Lord's Alliance merchant and sometimes spy, has gone missing. He was last seen on the western slope of Middle Peak. He was last investigating the doings of a giant called Baron Rajiram near Beregost and should have been traveling to deliver his investigations to SEER. The information that he carries is critical. Find and rescue him.

PART 1: STRANGE THINGS

Estimated Duration. 20 minutes

Key Encounter Plot Point. The characters learn that there are strange doings on Middle Peak to the west and Good King Hartwick and SEER want the characters to investigate before Jarl Ryndölg's forces attack from the north.

The adventure begins with the adventurers having just arrived in Hartsvale, or still present since here since their last adventure.

Good King Grauman Hartwick clearly bears the blood giant, towering several feet above the Lords Alliance operative SEER, despite being seated in his alabaster throne and hunched forward on a cane. "Thank you for answering my call Out-Valers. Many of your kind have aided Hartsvale before, but I regret that the clouds only seem to darken. Jarl Ryndölg's army grows so large it covers the windswept ice fields. It seems likely that soon they will ride forth and All-Father help my people when they do as they have the numbers to overwhelm us. But that is not why I have asked you here." The aged lord gestures to the Shou woman at his left.

Taking the sleeping pseudodragon from her shoulder and setting him on a nearby padded stool, SEER turns to you. "Since the enemy recovered the fabled Hartkiller's Horn, strange things have been seen and heard on Middle Peak of the western Ice Spires. It is possible that Ryndölg has used the artifact to summon some great beast to our doom. The Frontier Scouts have reported eerie howls and suddenly scarce game. If this is part of some surprise, we must know before the battle is joined. The Good King asks that you travel to Middle Peak as quickly as possible, determine the source of this possible threat, and once dealt with, return with haste before the frost giant forces overwhelm us. Uli can send you on your way." She gestures to an elderly firbolg covered in furs and hides.

The NPCs are happy to answer questions, but the Good King lets SEER take the lead in making decisions where the characters are concerned. While kindly, it is clear that his age hangs heavy about him. SEER answers all questions about the upcoming threat or the valley's defenses, but specifics about the Ice Spires or what the Frontier Scouts have discovered she directs to Uli.

SEER imparts the following information if asked:

- Giants have been heading north in groups or individually. All kinds of giants have been seen: hill giants from the west, stone giants from the east and even fire giants from the south.

- Ogres have been seen ambushing lone giants as they make their way north, but about a week ago, the ogres changed behavior and began joining the giant encampment.
- The numbers of giants and giant-kin that have flocked to Jarl Ryndölg's banner already outnumber the people of Hartsvale. The Frontier Scouts and the Alabaster Guard are trying to prepare defenses, but they number less than a hundred.
- The village of Stagwick has a little more than 200 people, but there are more than 10,000 people in the outlying farms and fiefdoms.
- Ryndölg has been seen with a massive horn of iron banded mammoth tusk covered in runes of power. It is believed he has found Hartkiller's Horn, the relic that called all to battle against the giants before Hartsvale was founded.

Uli imparts the following information:

- The Ice Spires are a mountain range north of the Silver Marches with a western and eastern branch and Hartsvale in between. The largest peak in the western arm is called Middle Peak.
- A week ago, scouts in the western range heard a cracking sound, as if Toril itself had split asunder.
- The noise caused numerous avalanches that prevented the Frontier Scouts from investigating right away. It seems that the snows have settled and passage should be relatively safe now. The characters should be able to get there in a day or day and a half. (Uli offers a map of the safest path.)
- Horrible cries have been echoed throughout the lands about Middle Peak since the avalanche. What manner of beast, or whether the cries be anger or pain, none can say.
- There are known to be yetis, manticores, remorhazes and even white dragons in that area of the Ice Spires. But worse, there are many stories of creatures of legend that are said to sleep there since before men walked these lands. It is possible that one such creature has been woken by the call of Hartkiller's Horn.

Once the characters have asked their fill of questions, Uli encourages them to buy appropriate equipment such as Hearth Warm clothing, climbing gear, and lots of rope before they leave town.

ROLEPLAYING SEER

SEER is warm and grandmotherly—offering tea and cookies to visitors. In particular, she thinks of those working on her behalf as her children/grandchildren. Occasionally, she gets a distant look in her eyes as though her attention is focused elsewhere, and she has been known to answer questions just before they're asked.

Quote: "Of course I know why you are here. The question is, do you?"

ROLEPLAYING GOOD KING GRAUMAN HARTWICK

Though he is old, it is still readily apparent that Grauman is descended from giants; even walking with a cane, he towers over most "out-valers." He takes great pride in his family's history and that of the Vale. He is friendly, benevolent, and kind. He feels a great sense of duty to his people and while well past his prime, he will do anything to protect them.

Quote: "The All-Father demands duty to my people."

ROLEPLAYING ULI, THE OLD FRONTIER SCOUT

Uli (OO-lee) is old, tired, and large. He still wears the furs and hides of winter; an impressive figure for sure, but a noticeable slouch has started to bend his back. A great beard is punctuated with a great nose. Like most of the Frontier Scouts, he's of some giant heritage, a firbolg. A pair of elk antlers top his helm.

His is a dying breed. People don't sign up for the Frontier Scouts like they used to. Most of the young ones are volunteer farmers or hunters, like a bucket brigade. If only the wee-uns in town understood...

Quote: "Look like there's a storm a'comin'"

TREASURE

Given the immediate danger that surrounds all of them, the King doesn't think to offer the characters a reward, however if they are so mercenary as to demand to be paid in order to help the people of Hartsvale, he offers them 500 gp each.

THE TRADING BOROUGH

The Borough offers clothing and equipment appropriate for winter wilderness if players choose to buy them (at prices found in the *Player's Handbook*). The Ice Spires are extremely dangerous especially during the changing of the seasons.

OPTIONAL EQUIPMENT

In addition to the goods found in the *Player's Handbook*, most of the shops in Stagwick offer equipment that could prove useful in the Ice Spire Mountains.

"Hearth Warm" Clothing (4 gp). These thick woolen clothes are trimmed in fur and treated to the wind. Any saving throw made by a creature wearing these clothes to resist cold weather is made with advantage. However, they do not repel water very well; if wet, they become heavy and saving throws made to resist cold weather are made with disadvantage.

Snow Shoes (5 gp). These durable wooden frames lash to the wearer's feet and are crisscrossed with strips of treated wood. Creatures wearing these shoes treat difficult terrain caused by snow as normal terrain.

When the characters are ready to travel, proceed to Part 2.

PART 2: THE CHALLENGE

Estimated Duration. 20 minutes

Key Encounter Plot Point. Jarl Ryndölg offers a challenge to the Lord of Hartsvale. The characters are short of time and against steep odds.

Loading supplies and packing your gear, your attention is drawn to the sound of dozens of horns coming from the north. The villagers of Stagwick begin to point and panic. At the entrance of the valley stands dozens of giants.

They stand waiting, arms crossed and the colors of Jarl Ryndölg and an all-white flag snapping in the wind. After a few moments, Good King Hartwick rides forth from his island castle in the center of the Clear Whirl River. His armor gleaming in the winter sun, the elderly lord strains to sit upright on the massive draft horse as it carries him to meet his fate with nothing but a handful of guards.

Good King Hartwick's path takes him past the characters and he would be grateful of their company as he rides out to answer the Jarl's challenge. He does not know what Ryndölg wants but assumes the Jarl wishes some sort of parlay since he has not already attacked. Hartwick implores the characters not to start a fight, as preparations to defend the valley are still in progress and what foul beast Ryndölg might have summoned to the west is still not known. Any time that can be bought can only help the people of the valley.

JARL RYNDÖLG AND HIS PLAN

Jarl Ryndölg is not only a skilled warrior, but also an accomplished runecaster. Six hundred years ago, he slew his father Esmjörg, who ruled over *Kaldriket*, a great timber lodge high in the Ice Spire Mountains, with his own magical axe, *Øksavmakt*. Created from star iron that fell from the sky and imbued with powerful rune magic, *Øksavmakt* transfers the life of those slain by it to the wielder. The more powerful foe, the more time the owner is granted.

Ryndölg has used *Øksavmakt* to slay a number of powerful creatures, including three dragons, but this was not enough for him. In the wake of the Ordning's dissolution, Ryndölg seeks to defeat a foe that Annam will have no choice but to notice; his own son, Hartkiller. Using rune magic and the *Horn of Hartkiller*, he plans to return the giant hero from the dead and defeat him in single combat—a feat no doubt sufficient to secure his rightful place in the Ordning. Now that he has blown the horn, he needs only draw Hartkiller out.

ROLEPLAYING JARL RYNDÖLG

Ryndölg is proud and boastful. The problem is that he is strong enough to back it up. He is headstrong and stubborn, and he is quick to make an example of those that disobey him—usually in a painful, showy manner.

The Jarl's armor is covered in trophies of past victories, and his great, iron helm is a spectacle to behold. The horn of a blue dragon is affixed to the forehead and is framed by a pair of horns from a black dragon. Finally, the horns from a red dragon sweep back from the helm's crest.

Quote: "Come! I shall add your bones to my collection!"

JARL RYNDÖLG'S CHALLENGE

Once the characters are within shouting gesture Ryndölg raises his hand and four of his giants blow horns: a signal that the characters have advanced far enough, 700 feet away.

In addition to **Jarl Ryndölg**, he is accompanied by twenty-four **frost giants**, thirteen **hill giants**, seven **stone giants**, and four **fire giants**. Another, **thirty-three ice spire ogres** and twenty-seven **hill giants** are waited just over the rise, rocks and frozen heads at the ready.

You are several bowshots from the giants when the leader, a frost giant with a massive double-bladed axe and a helm festooned with dragon horns, raise his hand suddenly. At his gesture, four of the other giants blow a single note from their horns.

"You have strayed far enough from your holes, little mice. Be known that I, Jarl Ryndölg, have blown the relic horn of our ancestors and summoned the great host! With but a whisper, I could lay waste to your frail village, but I offer you a great honor. In three days hence, I shall return to this spot and do single battle with the Lord of the Vale for ownership of the valley and its people. If he is cowardly and refuses this fight, his people will be put to the axe and all that he surveys burnt to the frosty ground! Save your people from losing a costly battle and prove your strength in glory!"

His challenged issued, the giants turn and march away.

The giants respond to neither threats nor calls for parlay. Ryndölg has come to say what he had to say, and has no interest in speaking with anyone who is not Hartkiller. He is confident however that where ever the child of the All-Father is hiding, he will be forced to come out to protect his people.

If the characters insist on forcing a confrontation, Ryndölg feels they have done so without honor. He has no compunction about bringing his full force against them and if they flee, he orders his force to follow until none survive.

Hopefully the characters realize that while this is only a small portion of the Jarl's force, it is still overwhelming. The DM should remind them of the hopelessness of any attack before they sacrifice themselves needlessly.

THE RESIGNATION OF HARTWICK

As Jarl Ryndölg, it should become clear that there is little hope, and Good King Hartwick sees it as well.

Good King Hartwick's face is resolute, but it is clear that he knows he is no match for the fearsome frost giant Jarl. However, you can see in his eyes that he is willing to sacrifice himself if it spares the lives of his people.

"Captain."

One of the Alabaster Guards turns, startled at the King's voice. "Yes, my liege?"

"Order the evacuation of the outlying farms and fiefholds. Tell them to flee to the south. I will face the Jarl and we will see whom the All-Father truly favors."

"Yes, my liege."

It is clear from their grief-stricken faces no one expects it to be the King.

The King encourages the characters to make haste. There is still time to determine and foil whatever plan the Jarl has hatched on Middle Peak. That will be something at least.

Hartwick is unwilling to consider any sort of treachery at this point. He plans to use the three days that the Vale has been given to evacuate as many people as he can. Plans to attack the Jarl will only imperil that gift and he doesn't consider them. He also can't be talked into any sort of treachery in the duel such a character fighting his place under the cover of some illusion or the like. No if it is to be a duel between leaders, it will be honorable.

DEVELOPMENT

Once the characters have had a chance to speak with the King and their collective peril is clear, there is no choice but to continue onto Middle Peak and Part 3.

PART 3: GIANTS IN THE SNOW

Estimated Duration. 45 minutes

Key Encounter Plot Point. The characters face a frost giant search party and realize that the enemy is also looking for something on the mountain.

GENERAL FEATURES

The area has the following general features:

Illumination. It is daylight when the ambush occurs and any difficulty seeing is from the weather instead of lighting conditions.

Boulders. At the top of the cliff are several piles of boulders. They can be used to take three-quarters cover (+5 bonus to AC and Dexterity saving throws). The ambushers have wedged logs into the boulder piles so they can be dislodged with an action and dropped onto creatures in the ravine. Those below suffer 22 (4d10) points of bludgeoning damage and fall prone and are restrained by the rocks (escape DC 10). A creature succeeding on a DC 15 Dexterity saving throw takes only half damage and isn't prone or pinned. There are three such piles.

Cliff. The ice-covered cliff is 35-feet high and requires a successful DC 20 Strength (Athletics) to climb. Those that fail the check by 5 or more slip and fall--taking 3 (1d6) bludgeoning damage and landing prone on the snow as they fall.

Hill. The hill is actually much lower than it first appears. A frost giant is entirely buried under the snow with a few rocks placed on top to make it look more convincing. On his turn, the giant stands up--forcing any creatures atop the "hill" to succeed on a DC 15 Dexterity saving throw or fall prone in the soft snow at the giant's feet. Being completely covered there is no way short of magic to detect the giant until he reveals himself.

Storm. The storm is brutal and provides disadvantage on ranged attack rolls and Wisdom (Perception) rolls that rely on hearing or sight. It automatically extinguishes open flames and disperses clouds. Flying by non-magical means is nearly impossible causing such creatures to fall at the end of their turn.

You've traveled for a day into the mountains, and the weather has only worsened. Bitter winds and driving snow make for miserable travel, but the rough terrain gives you ample opportunities to get under cover and out of the worst of it as you make your ascent.

Jarl Ryndölg has sent several groups of his followers into the surrounding mountains to search for Hartkiller. Why he expects his foe to be in Hartkiller's

beloved vale, there is always the possibility that the All-Father's littlest son hides elsewhere.

This particular group has set up an ambush hoping that Hartkiller will walk into it, but they are just as happy to take the party unaware.

Buried beneath the snow, the hill hides a **frost giant** waiting for his prey to unknowingly climb up onto him. Atop the cliff are hiding three **ogres** who are behind the boulder piles. They push the rocks onto the characters on their turn (see General Features: Boulders).

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Replace the **frost giant** with a **hill giant** and **two ogres** with **one ice spire ogre**.
- **Weak Party:** Replace the **frost giant** with a **hill giant** and add **one ice spire ogre**.
- **Strong Party:** Replace **one ogre** with **one ice spire ogre**.
- **Very Strong Party:** Replace **one ogre** with **two ice spire ogres**.

The giant and the ogres know that Ryndölg may well slay them and absorb their souls, so they have no choice but to fight to the death.

ICE SPIRE OGRES

Larger, smarter, faster, stronger and double the stench of typical Ogres. Once the uneasy allies of King Camden, they now carry the frozen heads collected from the inhabitants of Hartsvale on the belts. They have dark skin and wield forged weapons and armor.

TREASURE

Amidst the ambushers there are 250 gp in various coins and a *potion of greater healing*. There is also a map of the area that has been divided into a grid. Several of the boxes have been marked off suggesting that the ambushers have been searching for something.

DEVELOPMENT

If the giant or any of the ogres are captured, they may be coerced into speaking (in Giant), they know the following:

- The Jarl has sent several groups into the mountains to look for a small giant who he believes to be the true Lord of the Vale. The Jarl suspects that the giant is hiding in the Valley, but they have been sent to search the mountains, just in case.
- Good King Hartwick is not whom the Jarl intends to challenge, but rather this other giant.
- The Jarl blew a massive horn that made no sound. He claimed it would wake the sleeping giant so the

Jarl could kill him and earn the favor of the All-Father.

- The Jarl's men brag that Ryndölg's axe makes him immortal. They claim that it allows the Jarl to absorb the power of anything or anyone he kills. Laughing, they chuckle that their master has killed over a dozen dragons and more giants than they can count. He is indestructible!

PART 4: THE RETURN OF HARTKILLER

Estimated Duration. 60 minutes

Key Encounter Plot Point. The characters find the newly resurrected Hartkiller and must decide whether to aid him in his regeneration.

A. BACK FROM THE DEAD

You hear the cries before you mount the summit. Sounds like a tortured soul burning in hellfire echo down through the pass. Large footprints scar the snow and splatters of blood are everywhere.

The mountain top is a scene of horror. Blood and bone are strewn about the snowy stones; the remains of dozens of animals, mostly stags. A stooped and bloody creature-- humanoid, but perhaps the height of two men-- hunches over the carcass of deer tearing strips free with its teeth. As it swallows a chunk of freshly-torn flesh, it turns its gore-covered skull toward you, chewing noisily. Swallowing, a bulge passing down its exposed esophagus, it turns its attention to you. As you watch, skin grows across its dripping face, giving lips with which to offer a smile.

"Hello, little ones. I could use your aid."

Hartkiller has been reborn. When the Jarl blew his horn, no sound was heard on this plane, but it echoed resoundingly in the afterlife and the soul of the famed giant hero clawed its way back into his bones. But it has been centuries since Hartkiller walked this plane, and his body has long since decayed. Through force of will, he crawled towards the nearest animal, killed it with his skeletal hands and consumed it, adding its flesh to his own. His regeneration, he been slow, painful and gruesome. His body is nearly 60% complete now, a blood mass of exposed muscle and tendons, with patches of skin only beginning to form. For those that check, he is not undead.

Hartkiller is delighted to see smallfolk. He has always believed them more capable than his brothers have and he is in need of aid. He feels a pull to go in search of his last horn, but he is incredibly weak. What he really needs is someone to bring him more beasts to feed upon.

Characters with a Passive Perception of 12 or higher noticed there is a dagger embedded in his shoulder blade. See Treasure below.

Hartkiller shares the following:

- He is Hartkiller, the youngest son of Annam the All-Father and Lord of the Vale. He was in the afterlife, which he does not truly remember now,

when he heard a loud horn that compelled him to return. He feels he must find his horn: an instrument made from a great mammoth tusk and bound in iron sealed with powerful runes.

- Once he recovers his horn he hopes to re-forge Ostoria. The Colossal Kingdom once stretched from the Vilhon Reach to the Cold Lands, covering most of Faerûn and it will again!
- It is the duty of the giants to force back the dragons and other great beasts while protecting the smaller races such as the characters. A successful DC 15 Wisdom (Insight) suggests that while other giants might see the humanoid races as food or vermin, Hartkiller views them more favored children who it is a giant's duty to guide and protect.
- If told about Jarl Ryndölg's challenge, Hartkiller realizes that he is truly the Lord of the Vale and the one that the Jarl is challenging; not his descendent, Good King Hartwick. He will not refuse the challenge.
- He is saddened that giantkind still has not learned the lessons of the War of the Hart that took Hartkiller's life, and indeed they have fallen so from their duties that they have shattered the Ordning. Hartkiller believes that the right choice is for him to lead a new crusade of like-minded giants, giant-kin, and humanoids to rebuild Ostoria—starting in Hartsvale.
- The more that the characters tell him about Ryndölg (artifact axe taken from his father, lived for hundreds of years longer than his lifespan, empowered by the deaths of everyone that he has slain, etc.), the more he believes it is his duty to face the Jarl and protect the people of the Vale, who are his very real, direct descendants.
- Hartkiller knows there are powerful beasts in the area. He can sense them, but it would take him days in his current state to track and slay them. The characters could do it in an hour or two. If he is to regain his strength, he asks the characters to hunt one of the great beasts for him. He senses a nest of burrowing creatures to the east. They are hot to the touch, despite being encased in snow. To the west he senses a more powerful creature—blessed by Stormlord Talos. While the divine spark in that creature would greatly enhance Hartkiller's strength when he feasts upon it, he also knows it is much more dangerous quarry and accepts that the characters might think it beyond their abilities. He is grateful for either meal if the characters will bring it back.

OSTORIA

Ostoria was the original kingdom of giants that occupied much of Faerûn. The Colossal Kingdom was largely decimated in the wars with the dragons, leaving only the northern after at its close. What was left of Ostoria was destroyed when the deity Ulutiu (father of the giant-kin) froze the northern lands and went into his eternal slumber.

ROLEPLAYING HARTKILLER

Hartkiller is kind and good, though a bit patronizing. He believes in the strength of lesser races, but does not truly see them as equals. He believes that he is fated to restore his father's kingdom but sees a prominent place in it for humanoids.

He is the youngest of Annam's progeny who freed himself from the womb of his deceased mother after she was poisoned by her son, Lanakis—the father of the titans. Considered a runt, he eventually defeated the giants in the War of the Hart but was slain in personal combat by the ruler of storm giants in a battle that lasted 100 days.

Quote: "Ostoria will return!"

TREASURE

Embedded in Hartkiller's back is a *dagger of venom*. If the characters agree to hunt for him, he plucks it from his shoulder and offers it to them.

DEVELOPMENT

It is likely that some characters may begin to feel uncomfortable at the thought of a demi-god rebuilding a giant kingdom where their nations now stand. This is intended to be a gray area that forces a moral choice. Do the characters bring back the Beast of Talos and its divine spark, empowering Hartkiller to certainly defeat Ryndölg? Do they bring back just enough meat from other sources so he has a chance but might also die in the process? Do they simply refuse, so that Hartkiller will not arrive in time at all, condemning the King and people of Hartsvale unless they can defeat Ryndölg themselves?

The one option that should not be truly considered facing Hartkiller. As a hero of myth, it is unlikely that they can defeat him, and if they do it is likely that they will anger Annam significantly. If the characters attack Hartkiller, he begs them to stop and talk out their grievances, but if they refuse, he defends himself. Use the statistics for Jarl Ryndölg in this case.

If the characters choose to hunt for Hartkiller, choose the appropriate encounter below. If they do not, they can leave him here on his own and move to Part 5.

SPECIAL MISSIONS

Order of the Gauntlet Special Mission. In order to complete their Special Mission, members of the Order of the Gauntlet must choose to hunt the Beast of Talos and slay it.

Lords Alliance special Mission. In order to complete their Special Mission, members of the Lords Alliance will need to search the western slope, and hunting the Beast of Talos gives them the chance to do just that.

OPTION B1. A MORTAL HUNT

If the characters choose to go after the nest of mortal beasts on the eastern slopes, they hunt one of the fabled creatures of the north, a **remorhaz**.

GENERAL FEATURES

The ice cave has the following general features:

Illumination. There is no light inside the ice cave, except that which the characters bring with them.

Ceiling. The cavern roof is 40 feet from the floor and studded with icicles.

Crevasse. The collapsed remains of former burrows, those falling into the crevasses take 14 (4d6) bludgeoning damage.

Icy Surfaces. The creation of so much steam has covered all surfaces with a sheet of smooth ice. Any creature with fewer than six legs that moves more than half of its movement must succeed on a DC 15 Dexterity (Acrobatics) check at the end of its movement or fall prone and slide an additional 1d4 x 5 feet in a randomly determined direction.

Ledges. The ledges are 20 feet above the ground. The walls can be climbed with a successful DC 20 Strength (Athletics) check.

Following Hartkiller's directions you find a cave melted into the ice. The edges smoothed by intense heat. Steam escapes into the arctic air.

The beast lairs within. Trapped in its lair, it does not retreat and fights to the death. It does not give chase if reduced below one-fifth of its hit points.

When the characters arrive, the creature is burrowed into the ground.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Replace the **remorhaz** with two **young remorhazes**; decrease the hit points of both by 15 and the AC by 1.
- **Weak Party:** Replace the **remorhaz** with two **young remorhazes**.

- **Strong Party:** Increase the **remorhaz's** hit points by 20, its damage by 2 and its AC by 1.
- **Very Strong Party:** Add a **young remorhaz**.

OPTION B2. THE DIVINE HUNT

The hunt for the Beast of Talos on the western slope is similar to the mortal hunt above, but with some variations in the target.

WHO IS TALOS?

Talos the Storm Lord is a greater deity once worshipped in ancient Netheril as Kozah the Destroyer. He claims power over storms and the forces of destruction, whether it is fire, earthquakes, storms, whirlpools, or sometimes rebellions. He is the leader of the Deities of Fury which includes Auril (winter), Malar (beasts and savagery), and Umberlee (destructive power of the sea).

GENERAL FEATURES

The ice cave has the following general features:

Illumination. There is no light inside the ice cave, save for that which the characters bring with them.

Ceiling. The cavern roof is 40 feet from the floor and studded with icicles.

Crevasse. The collapsed remains of former burrows, those falling into the crevasses take 14 (4d6) bludgeoning damage.

Icy Surfaces. The creation of so much steam has covered all surfaces with a sheet of smooth ice. Any creature with less than six legs that moves more than half of its movement must succeed on a DC 15 Dexterity (Acrobatics) check at the end of its movement or fall prone and slip an addition 1d4 x 5 feet in a randomly determined direction.

Ledges. The ledges are 20 feet above the ground. The walls can be climbed with a successful DC 20 Strength (Athletics) check.

Windstorm. At the end of every round, Talos's wrath swirls through the cave. Fog- or cloud-based spells are dissipated and creatures of Medium size or smaller must succeed in a DC 10 Strength check or be blown 5 feet towards the entrance.

Following Hartkiller's directions you find a cave melted into the ice. The edges smoothed as if by intense heat a steady breeze blows outward smelling like a lightning strike mixed with rotted meat. What few trees and shrubs that once clung to the mountain side have been torn up and shattered.

For many centuries the Beast of Talos slumbered--forgotten by time--but the awakening of Hartkiller and the blowing of his *horn* has roused it and it is hungry.

The beast is possessed of a small spark of Talos, the Stormlord, god of destruction. The creature lives to hunt, feast, and destroy. It never retreats, and always gives chase if its prey tries to flee. When the characters arrive, the creature is burrowed into the ground.

The beast looks like a remorhaz with blue fur, a massive fanged maw, wings, blood red eyes, and surrounded by a nimbus of crackling lightning.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove the **beast of Talos's** damage immunities and breath weapon; decrease the AC by 1 and hit points by 15
- **Weak Party:** Remove the **beast of Talos's** damage immunities
- **Strong Party:** Add the constrict and multiattack ability and increase its hp by 20 and its attack bonus by 1
- **Very Strong Party:** Add the constrict and multiattack ability; increase its hp by 40, and AC and attack bonus by 1

SECRET MISSION: THE WRATH OF TALOS (ORDER OF THE GAUNTLET)

If the characters find themselves facing the beast of Talos and have a member of the Order of the Gauntlet, The Stormlord seeks to put an end to emissaries of other gods. Talos guides the Beast to targets Order of the Gauntlet characters, though not to its detriment. In addition, the Beast makes any attacks against members of the Order of the Gauntlet with advantage and scores a critical hit on 19 or 20.

SECRET MISSION: RESCUING MALN (LORDS ALLIANCE)

When the characters arrive, Maln is unconscious and encased in ice from the waist down on the ledge furthest from the entrance. It is clear that something has been recently nibbling on him, as blood flows freely from his shoulder, covering the icy pedestal that holds him upright. Maln begins making death saving throws at the end of the first round.

Icy Pedestal. Maln is encased in ice (AC 13; 40 hit points; resistant to slashing and piercing attacks; immune to poison and psychic attacks; and vulnerable to fire damage).

Maln. The Lords Alliance spy (male, human) is at 0 of (maximum of 22 hit points) and suffers from two levels of exhaustion. If rescued, he is cagey about who is, claiming simply to be a lost merchant trying to get to Stagwick. He does his best to convince the characters get back there as quickly as possible so he can meet with SEER.

C. THE MEAL

Once the characters have recovered a suitable meal for Hartkiller, he feasts upon it, and his regeneration is suitable increased.

Hartkiller tears into the meal you offer him and with every bit his muscles thicken and skin grows to cover them. In a matter of minutes, he is a handsome; thirteen-foot-tall man with an impressive beard.

Flexing his hands into fists, he offers you a smile, "Now where is this Jarl who believes himself the equal of the Lord of the Vale?"

Hartkiller has no equipment, and he is more than willing to go into battle with just his fists, but should the characters wish, he gratefully accepts any gifts or loans that he can use given his size. If the characters have slain the Beast of Talos AND offer to outfit Hartkiller for the battle, they gain access to the **Gratitude of Hartkiller** downtime activity.

Proceed to Part 5.

PART 5: HARD CHOICES

Estimated Duration. 60 minutes

Key Encounter Plot Point. The characters choose who will face Jarl Ryndölg.

Note that since travel takes one and a half days, there is time for a long rest before starting this encounter.

THE DUEL

Returning to Hartsvale and the village of Stagwick, you can see that there is little time. Already Ryndölg's warriors are massed at the northern pass. The frost giant jarl and handful of his warriors saunter into the valley unopposed towards where Good King Hartwick awaits them with his Alabaster Guard.

This encounter should play out one of four ways:

- **Empowered Hartkiller.** Hartkiller has feasted on the Beast of Talos before challenging the Jarl.
- **Weakened Hartkiller.** Hartkiller has feasted on a mortal remorhaz before challenging the Jarl.
- **A King's Champion.** One of the characters volunteers to fight in the Good King's place.
- **The King Stands Alone.** The characters leave Good King Hartwick to fight the Jarl, himself.

A. EMPOWERED HARTKILLER

Seeing your approach Ryndölg smiles broadly, "I knew you would come, Lord of the Vale and Killer of Stags. Now I will earn the recognition your father would not give you."

"You will regret waking me from my slumber!" Hartkiller strides forward, lightning crackling around his fists.

Good King Hartwick looks confused at these words, and then his face splits in awe. "How is this possible?"

The two giants, paragons of power and destruction. rush each other while others watch in wonder and fear.

While Jarl Ryndölg and Hartkiller fight, his minions watch with amazement that their master does not immediately succeed. After a few moments, some of his followers decide that their best way to help their leader is to eliminate Hartkiller's allies.

B. WEAKENED HARTKILLER

Seeing your approach Ryndölg smiles broadly, "I knew you would come, Lord of the Vale and killer of stags. Now I will earn the recognition your father would not give you."

"You will regret waking me from my slumber!" Hartkiller walks slowly forward, flexing his fists like his new skin is still too tight.

Good King Hartwick looks confused at these words, and then his face splits in awe. "How is this possible?"

The two giants, paragons of power and destruction. rush each other while others watch in wonder and fear.

While Jarl Ryndölg and Hartkiller fight, his minions watch with amazement that their master does not immediately succeed. After a few moments, some of his followers decide that their best way to help their leader is to eliminate Hartkiller's allies.

C. A KING'S CHAMPION

Ryndölg looks about, a disappointed look on his face.

"Where hides the Lord of the Vale?" he bellows.

"I am here monster, now face my champion and your doom," the King puffs, already straining under the weight of his golden full plate.

"So be it old man. I will drink what little life your minion's soul has and then find where the coward hides!"

The battle is joined.

If one of the characters should ask to fight in the King's place, he accepts. While that character fights Jarl Ryndölg (**frost giant everlasting one**), his minions move to eliminate the rest of the party.

NOTE: The soul of any character killed by the Jarl's axe, *Øksavmakt*, is destroyed and can only be brought back from the dead by means of a *wish*—even true resurrection will not suffice.

D. THE KING STANDS ALONE

Seeing no other choice, Good King Hartwick painfully dismounts from his massive steed, draws his greatsword and walks heavily forward. Ryndölg looks about, a disappointed look on his face.

"Where hides the Lord of the Vale?" he bellows.

"I am here monster, now face your doom," the King puffs, already straining under the weight of his white-enameled full plate.

"So be it old man. I will drink what little life your soul has left and then find where the coward hides!"

Ryndölg swings his massive axe, only to have it blocked as the King raises his sword, pivots and stabs the Jarl through the chest. The King withdraws his sword and turns, taking a knee, obviously exhausted.

Where you might expect fear, Ryndölg only smiles, as the hole in his chest closes. Taking his massive in hand, he cleaves the King from shoulder to waist. The King falls roughly to the ground with the clang of his armor. Screams ring out as the Jarl's minions rush forward to claim the valley.

The King is dead and the Jarl has no time for cowards, but his minions still attack.

BETRAYAL

Everyone watching the scene before them, one of the Jarl's **frost giant** lieutenants, Solvig Shattershield, decides to seize an opportunity. Solvig's pet **hobgoblin devastator**, Xalvik, hides within his master's cowl (whispering suggestions in his master's ear—if they slay the rest of the Vale's champions, Jarl's conquest will be made so much easier. As such, he moves to attack them. Xalvik enjoys the benefit of cover from the frost giant.

Knowing that failure will be punished the duo fight for glory to the end.

GENERAL FEATURES

The area has the following general features:

Illumination. It is daylight.

Crowd. While there is ample space, one hundred feet to the north, Ryndölg's army awaits and one hundred feet to the south, King Hartwick's forces, such as they are, await. The Jarl's many giants attack anyone moving through the northern crowd (+10 to hit; Hit: 25 slashing damage) Note that the size the giant horde is inconceivable and it isn't expected for the characters to fight them.

Rock Piles. 20 feet behind where the characters stand, there several piles of rocks with sharpened pikes set up to provide cover should the Vale have had to fend off attack. Anyone being forced into or moving through the area with the pikes must succeed in a DC 10 Dexterity saving throw or take 9 (2d10) piercing damage and end their movement until they spend a bonus action unhook to themselves.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Replace the **frost giant** with a **hill giant**
- **Weak Party:** Replace the **frost giant** with a **stone giant**

- **Strong Party:** Increase the **hobgoblin devastator's** hp by 15, its spell save is DC 14 and +6 to hit with spell attacks. It has an additional 2 4th-level spell slots and 1 5th-level spell slot. It has also memorized *cone of cold*.
- **Very Strong Party:** Increase the **hobgoblin devastator's** hp by 30, its spell save is DC 14 and +6 to hit with spell attacks. It has two additional 4th-level spell slots, two 5th-level spell slot and one 6th-level spell slot. It has also memorized *cone of cold* and *disintegrate*. Increase the **frost giant's** hit points by 15.

TREASURE

The characters can claim 450 gp and a *potion of cold resistance* from the defeated giants.

DEVELOPMENT

Once Solvig Shattershield and Xalvik are defeated move to the Conclusion.

CONCLUSION

Choose the appropriate ending:

OPTION 1. EMPOWERED HARTKILLER

With a thunderous punch, Hartkiller drives Ryndölg limply to the ground. "No your threat is over monster!" he says picking up the Jarl's axe and hoisting it over his head. "For Ostoria!"

In one swing, the frost giant's head rolls away. Before it rolls to a stop, his body has already turned to dust and blown away, a blackened skull all that remains.

As soon as the Jarl dies, a murmur goes throughout his hordes. There is confusion, anger, rage, as whatever magical hold he had upon them fades. Ogres attack giant, giants attack giants, stone giants wander away, hill giants feast on the dead... It is chaos, but the horde is more of a danger to itself than to the Vale.

Ryndölg is defeated. Hartkiller reclaims his horn. *Øksavmakt* is in the hands of Hartkiller, who has returned to reclaim his throne. He thanks them, and moves to speak with his distant relative about transitions of power.

OPTION 2. WEAKENED HARTKILLER

With a massive swing, Ryndölg drives his axe *Øksavmakt* into Hartkiller's chest. Ryndölg lets out a bellow of triumph, but before the light fades from Hartkiller's eyes, he grabs the frost giant in a massive hug, pulling him close onto the double-bladed axe. "For Ostoria," Hartkiller whispers as they both of their bodies turn to dust and blown away on the wind, only a pair of blackened skulls and the twisted remains of broken axe all that remains.

As soon as the Jarl dies, a murmur goes throughout his hordes. There is confusion, anger, rage, as whatever magical hold he had upon them fades. Ogres attack giant, giants attack giants, stone giants wander away, hill giants feast on the dead... It is chaos, but the horde is more of a danger to itself than to the Vale.

Ryndölg is defeated. *Øksavmakt* is destroyed. Hartkiller is dead, again, but his legend as a messiah returned to rescue the Vale in its time of need will grow and grow. King Hartwick claims the horn.

OPTION 3. A KING'S CHAMPION

The boxed text for this section varies with the outcome decided by the duel between Ryndölg and the character. The DM should adjust accordingly based on the other examples. The characters aren't permitted to keep *Øksavmakt* or *Hartkiller's horn*.

OPTION 4. THE KING STANDS ALONE

The horde rushes over the people of Stagwick. Fires burn and screams fill the air. The giant horde is endless. There is nothing you can do.

Ryndölg is victorious with *Øksavmakt* and the *horn* still in hand. Good King Hartwick is dead and Hartsvale is lost. What has become of Hartkiller and his dreams of Ostoria remain to be seen.

REWARDS

Make sure players note their rewards on their adventure logsheets. 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. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Beast of Talos	8,400
Fire Giant	5,000
Frost Giant	3,900
Frost Giant Everlasting One	8,400
Hill Giant	1,800
Hobgoblin Devastator	1,100
Ice Spire Ogre	1,100
Ogre	450
Remorhaz	7,200
Stone Giant	2,900
Young Remorhaz	1,800

Non-Combat Awards

Task or Accomplishment	XP per Character
Ryndölg is defeated	1,000
Good King Hartwick survives	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. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP value
Payment from the King	500 gp each
Ambushers gold	250 gp
Giants' coinage	450 gp

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

DAGGER OF VENOM

Weapon (dagger), rare

The pommel of this wicked looking dagger looks like a black viper with a forked blade worked to resemble the tongue. A description of this item can be found in **Player Handout 2**.

POTION OF GREATER HEALING

A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF COLD RESISTANCE

A description of this item can be found in the *Dungeon Master's Guide*.

DOWNTIME ACTIVITY

The characters have the opportunity to earn the following downtime activity:

Gratitude of Hartkiller. You have claimed the divine spark of the Beast of Talos for Hartkiller and outfitted him for his battle with Jarl Ryndölg. In doing so you have writ your name into his legend. You may choose to spend 50 downtime days spreading word of your and Hartkiller's inspired deeds in Hartsvale. Upon doing so, you gain the benefit of the Gratitude of Hartkiller story award. This downtime activity may only be performed once.

STORY AWARDS

The characters have the opportunity to earn the following story award:

Gratitude of Hartkiller. In spreading the truth about the events that unfolded in Hartsvale, you find yourself blessed by the All-Father and gain temporary use of the Lucky feat, except that any expended luck points don't return. Once all three points have been spent, remove this story award.

RENOWN

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

Each character that is a **member of the Lords Alliance (Rank 2)** and successfully completed their faction's secret mission receives **an additional point of renown** and should note the **completion of a secret mission**.

Each character that is a **member of the Order of the Gauntlet (Rank 2)** and successfully completed their faction's secret mission receives **an additional point of renown** and should note the **completion of a secret mission**.

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

DM REWARDS

For running this adventure, you receive **1,500 XP, 750 gp** and **ten downtime days**.

APPENDIX. NPC SUMMARY

The following NPCs feature prominently in this adventure:

Good King Grauman Hartwick (GRAW-mun).

Elderly king of Hartsvale and descendant of Hartkiller. He takes great pride in his family's history and that of the Vale. He is friendly, benevolent, and kind. He feels a great sense of duty to his people and while well past his prime, he will do anything to protect them.

Hartkiller. Youngest son of Annam the All-Father. He is kind and good, though a bit patronizing. He believes in the strength of lesser races, but does not truly see them as equals. He believes that he is fated to restore his father's kingdom of Ostoria but sees a prominent place in it for humanoids.

Hsing (SING). A pseudodragon that serves as the ally of a Lords' Alliance spymaster. He appears to make sure the right adventurers join Azam to end up in Parnast, where they are needed for future movements against the threat of the giants.

Jarl Ryndölg (YARL Rin-DAYLG). Leader of the giant horde. Ryndölg is proud and boastful and strong enough to back up his boasts. He is headstrong and stubborn, and quick to make an example of those that disobey him—usually in a painful, showy manner.

SEER. The head of intelligence within the Lord's Alliance is a mysterious figure known simply as "SEER". SEER has agents in cells throughout Toril who are gathering information and sending it back through birds. Her study is filled with birds, each of which communicates vital information to her from her agents across Faerûn. Her pseudodragon companion, Hsing, runs messages for her as well.

Solvig Shattershield (SOUL-vig). Vicious lieutenant to Jarl Ryndölg. Solvig is dishonorable and willing to do anything to get ahead. Close to his pet hobgoblin Xalvik.

Xalvik (ZAL-vik). Hobgoblin wizard who rides on Solvig Shattershield's should everywhere the frost giant goes, giving advice and urging treachery. He is the brains and Solvig is the brawn.

APPENDIX. NPC/MONSTER STATISTICS

BEAST OF TALOS (MODIFIED REMORHAZ)

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft., burrow 20 ft., fly 40 ft.

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

Damage Immunities cold, fire, lightning, thunder

Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't magical

Condition Immunities exhaustion, charmed, frightened

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

Languages —

Challenge 12 (8,400 XP)

Force of Nature: If the Beast of Talos act first in Initiative, it acts second.

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.

Legendary Resistance (3/day): If the Beast of Talos fails a saving throw, it can choose to succeed instead.

Magic Weapons: The Beast of Talos' weapon attacks are magical.

ACTIONS

Multiattack (Strong and Very Strong Only): The Beast of Talos makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this 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 of 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 fall 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.

Constrict (Strong and Very Strong Only): *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends. Creature that are restrained are also subject to the Beast of Talos' Heated Body.

Lightning Breath (Recharge 5–6): The Beast of Talos exhales a line of lightning that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Beast of Talos can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Beast of Talos regains spent legendary actions at the start of her turn. The Beast of Talos can't use the same legendary action twice in the same round.

- **Bite.** The Beast of Talos uses its bite on a creature within reach.
- **Move.** The Beast of Talos moves its speed without provoking opportunity attacks.
- **Swallow (costs 2 actions).** The Beast of Talos uses its swallow attack on a creature within reach.
- **Lightning Breath (costs 3 actions).** The Beast of Talos recharges its Lightning Breath and uses it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Beast of Talos takes a lair action to cause one of the following effects; the Beast of Talos can't use the same effect two rounds in a row:

- **Gust of Wind.** The Beast of Talos beats its wings swirling up snow. All creatures gain concealment against attacks from more than 10 feet away.
- **Rent.** The Beast of Talos slams its tail on the floor, splitting the ice in a 10-ft square adjacent to it. Creatures in that area must succeed in a DC 17 Dexterity saving throw take 3 (1d6) points of damage as they fall Prone into a 10-ft. deep pit.

- **Thrash.** The Beast of Talos thrashes about causing icicles to fall from the ceiling. All enemies must attempt a DC 17 Dexterity saving throw. Those that fail take 9 (2d8) points of piercing damage and are Restrained (Escape DC 12) as they are impaled to the ground.

FIRE GIANT

Huge giant, chaotic evil

Armor Class 18 (plate)

Hit Points 162 (13d12+78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 16

Languages Giant, Undercommon

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6+7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10+7) bludgeoning damage.

FROST GIANT

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

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

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

Skills Athletics +9, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The giant makes two greataxe attacks.

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

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

HILL GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

HOBGOBLIN DEVASTATOR

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 55 (6d8 + 12)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 4 (1,100 XP)

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw

Spellcasting. The hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *ray of frost*, *shocking grasp*

1st level (4 slots): *fog cloud*, *magic missile*, *shield*

2nd level (3 slots): *gust of wind*, *Melf's acid arrow*, *scorching ray*

3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*

4th level (1 slot): *ice storm*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8+1) bludgeoning damage if used with two hands.

ICE SPIRE OGRE

Large giant, chaotic evil

Armor Class 16 (scale armor, shield)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	9 (-1)	12 (+1)	8 (-1)

Saving Throws Con +6, Wis +3

Skills Perception +3

Special Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The ogre makes two melee attacks.

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

Frozen Head. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. In addition, every creature within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) piercing damage. The ice spire ogre carries four frozen heads.

JARL RYNDÖLG (FROST GIANT EVERLASTING ONE)

Huge giant, chaotic evil

Armor Class 15 (patchwork armor)

Hit Points 189 (14d12 + 98)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	24 (+7)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Str +11, Con +11, Wis +4

Skills Athletics +11, Perception +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 12 (8,400 XP)

Øksavmakt. Creatures killed with *Øksavmakt* can only be brought back from the dead through a *wish*.

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

Valpak's Rage (Recharges after a Short or Long Rest).

As a bonus action, the giant can enter a rage at the start of its turn. The rage lasts for 1 minute or until the giant is incapacitated. While raging, the giant gains the following benefits:

- This giant has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the giant gains a +4 bonus to the damage roll.
- The giant has resistance to bludgeoning, piercing, and slashing damage.

ACTIONS

Multiattack. The giant makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage, or 30 (3d12 + 11) slashing damage while raging.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing 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 (7,200 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 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this 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 of 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 fall 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.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+21)	20 (+5)	10 (+03)	12 (+1)	9 (12)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2,900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

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.

APPENDIX. GIANTS IN THE SNOW MAP



APPENDIX. RETURN OF THE HARTKILLER MAP



PLAYER HANDOUT 1. DOWNTIME ACTIVITY

The characters have the opportunity to gain the following downtime activity:

GRATITUDE OF HARTKILLER

You have claimed the divine spark of the Beast of Talos for Hartkiller and outfitted him for his battle with Jarl Ryndölg. In doing so you have writ your name into his legend. You may choose to spend 50 downtime days spreading word of your and Hartkiller's inspired deeds in Hartsvale. Upon doing so, you gain the benefit of the Gratitude of Hartkiller story award. This downtime activity may only be performed once.

PLAYER HANDOUT 2. STORY AWARD

The characters have the opportunity to gain the following story award:

GRATITUDE OF HARTKILLER

In spreading the truth about the events that unfolded in Hartsvale, you find yourself blessed by the All-Father and gain temporary use of the Lucky feat, except that any expended luck points don't return. Once all three points have been spent, remove this story award.

PLAYER HANDOUT 3. DAGGER OF VENOM

The characters have the opportunity to find the following item:

DAGGER OF VENOM

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

The pommel of this wicked looking dagger looks like a black viper with a forked blade worked to resemble the tongue.

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

RESULTS CODE: MARCH – APRIL 2017

If you are DMing this adventure during the months of March – April 2017, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

