

MENACE OF THE ICY SPIRE



A 5E SOLO CONVERSION



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DUNGEON MAGAZINE ISSUE 159

EXPANDED ARMORY & GEAR BY JASON MENDELL

TRADERS & MERCHANTS! BY WARLOCK HOMEBREW

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INTRODUCTION: FROM PARTY TO SOLO!



This is a conversion of the Fourth Edition Dungeons and Dragons adventure “Menace of the Icy Spire”, which appears in Issue 159 of Dungeon Magazine. This conversion updates the adventure to Fifth Edition, and also changes it from a party adventure to a solo adventure. You will not need a DM to play through this. You will require a copy of Dungeon Magazine 159 (available on DM’s Guild), but your main reference document will be this pdf. Follow the text and directions in here to experience a Fifth Edition Solo D&D adventure. The author has also included one or two little touches of his own to enhance the experience and make the adventure slightly less linear than the original. You will be directed to the original text at different points, and all converted encounters will be found within this pdf. Links embedded within the options will move you between entries and sections.

The conversion consists of three sections: a part-based narrative that guides you through the adventure, a section of entries that you will be directed to from

time to time based on your choices, and a section containing the details of various encounters you might face.

WHAT WILL YOU NEED?

You will need a copy of Dungeon Magazine issue no. 159, available on DM’s Guild. Perhaps you already own a copy of Dungeon 159: even better. Other than gaining the adventure you will require for this solo conversion, the price is offset by the fact that there are two other *excellent* 4e adventures (“Ziggurat Beyond Time,” “Lost Mines of Karak”) contained in this issue, either of which I *may* make a solo conversion for in future. If I do get around to that, you will already have the relevant issue and will not need to purchase for that conversion. If not, you could run these two outstanding adventures for your group, or pass them to your DM to run if you are a player. You will also need to create one or more PCs for this adventure, as detailed below.

CHARACTER CREATION

Co-operative: The original recommendation is for five Level 2 PCs, but for ease of play in the solo format, we recommend you run it with 2 Level 9-11 adventurers. Level 9 will provide a deadly, near impossible challenge, and level 11 a moderate challenge. You can run both PCs yourself if playing solo, or you can play with a friend. Remember, a DM is not needed to play this quest. Use point-buy for ability scores. Equip according to class and gain gold according to background.

Roll HP with advantage for your two PCs. If you are creating fresh PCs for this adventure, it's assumed they have reached their current level by completing quests, so gift them with d20x80 gold pieces each (2 PCs co-operative), or d20 x 100 gp (solo PC), which they will get a chance to spend early in the adventure.

True Solo: The other option, which is potentially harder than the dual PC option, is to run this quest with a single, Level 12 PC. This may take you a few attempts. Use max HP, and death saves are not allowed. Give your PC d20x100 gp if they are freshly created for this adventure, to use for shopping early on. Let's get straight into it.

BACKSTORY

It is late summer as you enter the Gray Vale, a green and prosperous country, with the bustling town of Loudwater at its centre. Despite the season, the first thing you notice on arriving is the weather - unseasonably cold, wintry even. Things have not become too dangerous for travellers yet, but it seems winter has arrived early, and in the faces of local farmers you see worry and stress. If this continues, the crops will freeze and die before harvest time, jeopardizing the entire area's food supply.

You are relieved to reach Loudwater, and set about trying to get to the bottom of this mystery. What is causing this strange weather? No-one seems to know anything, but there is one tidbit of information: local woodsfolk report that the cold appears to be more pronounced in the area of the Dire Wood. Rumours even tell of blizzards in broad daylight! One evening you corner a local noble in the Green Tankard, a well-appointed inn where you have taken rooms. Lord Lathanel Grimward is outspoken on the subject of the bizarre weather, and the more mead you ply him with, the more effusive he becomes.

"Some claim it is the work of evil faeries," Lord Grimward tells you, "but the town's leaders believe that the cursed Draigdurroch Tower is to blame!"

"Draigdurroch Tower?" you ask. "What is this place?"

"In the Dire Wood," Lord Grimward says, taking another long sip of mead.

"Draigdurroch is a warlock, although he's not been seen in 30 years... the tower's history is well-known."

Over the next half hour, Lord Grimward tells you the story of Draigdurroch.

Now go to page 5 of the original pdf and read the section 'Background'. Then return here.

You retire to bed that night, your dreams crowded with strange images of icy spires. The next morning, you are greeted by a detachment of bailiffs who wait for you in the tavern's entrance hall.

"Good, you're up," the head bailiff says.

"Lady Moonfire has requested your presence at the town hall."

"Lady Moonfire?" you ask. "Town hall? But we've only been here a few days."

"Nonetheless, she has heard of you. Her good friend Lord Grimward informed her

of your presence. She has employment for you.”

Intrigued, you follow the bailiff to the town hall where you meet Lady Moonfire, Loudwater’s civic leader. She greets you warmly.

“Have you eaten?” she asks, waving a hand. Soon, servants have presented platters of fruit and pastries before you, and hot pots of tea and coffee are served. The food is excellent after surviving on your travel rations for so many days. “I’ve been getting an earful from the local farmers,” Lady Moonfire informs you. “And when Lathanel informed me that you were interested in this matter, I thought it wise to summon you here.”

Now go to page 6 of the original pdf and read the first section printed in red italics, beginning “We would be in your debt..” Then return here.

“I would also ask, that if you find any arcane-looking tomes, that you bring those to me. Draigdurroch reportedly had quite a collection.”

You agree outwardly, thinking to yourself that you’d probably be wanting to keep a few such books for yourself, but the prospect of this quest is too intriguing to resist.

“Curuvar the Brazen, one of our local wizards, also has a vested interest in inspecting any magical goods you might discover. He’s been under a lot of pressure lately, poor chap. The townsfolk look to him to mend all these problems, but I am afraid this is beyond his abilities.”

Lady Moonfire offers a reward of 500 gold pieces for each of you if you can get to the bottom of the mystery of the weather, and clear Draigdurroch’s cursed tower.

Later, you get to meet Curuvar The Brazen, and he relates his view of things to you. In good faith, he also gifts you with two healing potions.

Now go to page 6 of the original pdf and read the second section printed in red italics, beginning “By Mystra’s lost spell..” Then return here.

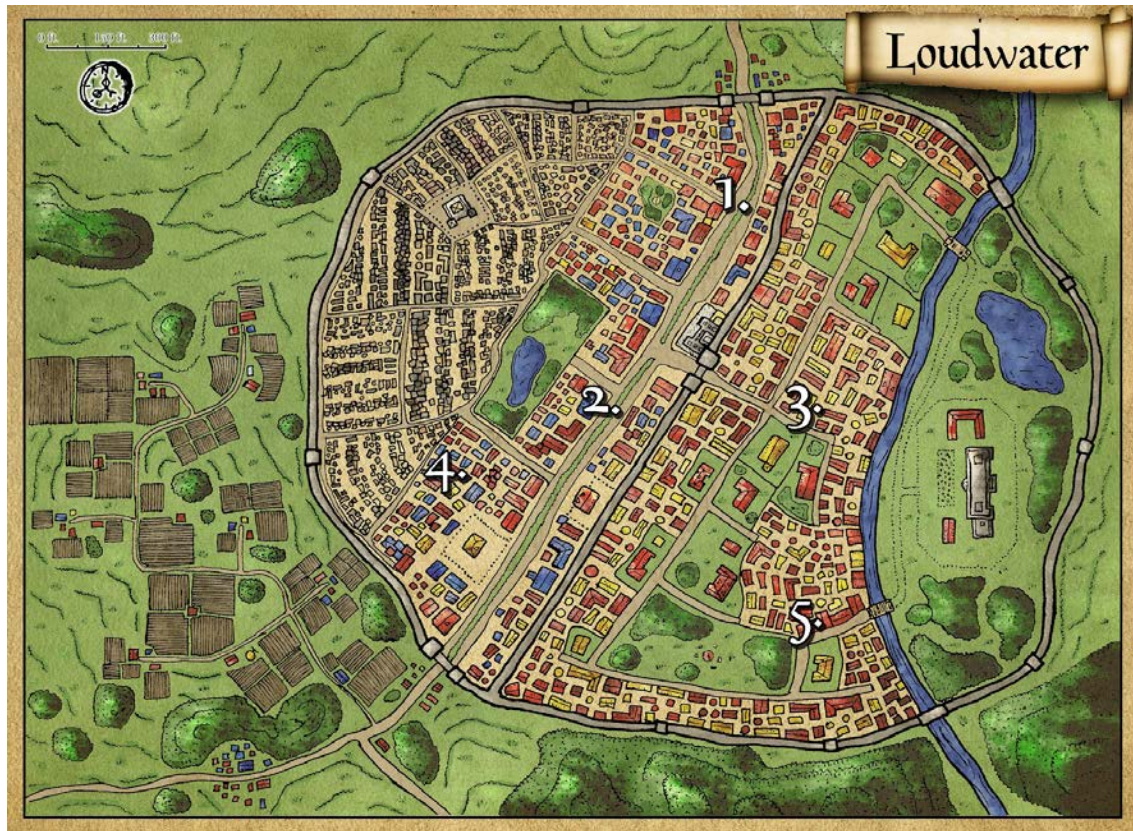
Lady Moonfire informs you that the tower is about a mile east of the Dire Wood. It’s less than about a day’s travel to reach the tower from Loudwater, so you might choose to make camp along the way, or you might not. However, given the situation, you’ll should probably prepare for cold weather.

LOUDWATER MERCHANT MAP

You have time to explore the merchants of Loudwater before embarking on your quest. Consult the following map and decide which you will visit! The numbers correspond to specific merchants.

When moving between merchants, roll a d100. On a 50 or above, go and roll on the **Loudwater Urban Encounter Table**, found below!

Passing through the gate between the two halves of the town costs 5 gold pieces.



- 1: *Grayvale Armourers*
- 2: *Maces, Mauls & More*
- 3: *Padfoot's Sneaky Supplies*
- 4: *Vanya's Potion & Herb Distillery*
- 5: *Sulawan's Sundries (general equipment)*

1: Grayvale Armourers

This armourer's shop is warm and well-lit. The merchant here, Gruvos, is a little gruff and probably not given to haggling. He talks very little, only occasionally looking up from his ledger, and you get the feeling this shopkeeper is all about money.

Still, you can't help but notice the quality of the merchandise - high, with prices to match.

The following pieces of armour are for sale. This merchant has one piece that, when he sees you inspecting it, he comments on.

"Aspis shield," he says. "Imported from Kara-Tur. You won't find another like it this side of the Moonsea!"

Haggling: Gruvos can be haggled down slightly, but it won't be easy. A DC 17 persuasion check will let you get an item for 20% cheaper.

ITEM	WT.	COST	NOTES
Studded Leather	13 lb	50 gp	14 + dex modifier (max 2)
Breastplate	20 lb	420 gp	14 + dex modifier (max 2)
Half Plate	40 lb	800 gp	15 + dex modifier (max 2). Disadv. on stealth checks
Scale Mail	45 lb	50 gp	14 + dex modifier (max 2). Disadv. on stealth checks
Chain Mail	55 lb	80 gp	16. Minimum strength 13. Disadv on stealth checks
Ring Mail	40 lb	30 gp	14. Disadv on stealth checks
Shield	6 lb	15 gp	+2 AC
Aspis Shield	25 lb	50 gp	+3 AC. Min str 15. Disadv. on stealth checks. Heavy. Also see below.

Aspis Shield. You can choose to hide behind this shield utilizing a bonus action to grant yourself cover. However, you lose the ability to perform any extra or bonus attacks while doing this and your movement is cut in half.

2: Maces, Mauls and More

The head merchant here, Julaya, is a merry old soul who greets you with a big hug. He explains that he runs this business with his brother (who is away purchasing stock at the moment) and he supplies you with a large frothing tankard of ale. He is very friendly, but when it comes down to prices, he is all business, and will not budge. He cannot be haggled down. Julaya also has a small range of exotic weapons.

ITEM	WT.	COST	NOTES
Heavy Crossbow	18 lb	50 gp	1d10 piercing. Ammunition, (range 100/400), heavy, loading, two-handed
Light Crossbow	5 lb	25 gp	1d8 piercing. Ammunition, (range 80/320), loading, two-handed
Crossbow bolts (20) with case	1.5 lb	20 gp	
Rapier	2 lb	25 gp	1d8 piercing, finesse.
Greatsword	6 lb	50 gp	2d6 slashing, heavy, two-handed
Maul	10 lb	10 gp	2d6 bludgeoning, heavy, two-handed
Mace	4 lb	5 gp	1d6 bludgeoning.
Double Mace	25 lb	125 gp	1d8 bludgeoning, heavy, special, two-handed
War Scythe	12 lb	50 gp	1d12 slashing, heavy, reach, special, two-handed.
Dire Flail	10 lb	175 gp	1d8 bludgeoning, special, two-handed (see below)
Bladed Boomerang	2 lb	20 gp	1d4 slashing. Finesse, light, special, thrown (range 20/60)

Dire Flail. Enemies have disadvantage on any saves from an attack that would allow you to knock them prone or disarm them when attacking this weapon. You can treat this



weapon as if you are dual wielding and apply any relevant feats when wielding this weapon.

Double Mace. You can treat this weapon as if you are dual wielding and apply any relevant feats when wielding this weapon.

Bladed Boomerang. Will return if you fail to hit your target. As a bonus action, catch it with a DC 8 Dexterity check.

War Scythe. You have disadvantage when you try to attack an enemy within 5 feet of you.

3: Padfoot's Sneaky Supplies

This dim interior is quiet, and most shelves coated with dust. They are sparsely stocked also. The shopfront is deserted, no-one in attendance. Sunlight streams in from side windows, illuminating the dust that you stir up as you move about, inspecting items, which all have prices labels attached to them by bits of string. Behind the counter is a closed door set in a wall.

ITEM	WT.	COST	NOTES
<i>Caltrops</i>	2 lb.	1 gp / 20	<i>PHB p.150</i>
<i>Disguise Kit</i>	3 lb	25 gp	<i>PHB p.154</i>
<i>Poisoner's Kit</i>	2 lb	50 gp	<i>PHB p.154</i>
<i>Forgery Kit</i>	5 lb	15 gp	<i>PHB p.154</i>
<i>Thieves' tools</i>	1 lb	25 gp	<i>PHB p.154</i>
<i>Dice Set</i>	-	1 sp	<i>PHB p.154</i>
<i>Drow Poison</i>	1 lb	200 gp / dose	<i>DMG p.258</i>
<i>Serpent Venom</i>	1 lb	200 gp / dose	<i>DMG p.258 (Injury, can inflict 3d6 poison damage)</i>
<i>Spyglass</i>	1 lb	500 gp	<i>PHB p.150</i>
<i>Gloves of Thievery</i>	1 lb	500 gp	<i>DMG p.258 (These gloves are invisible while worn. While wearing them, you gain a +5 bonus to Dexterity (Sleight of Hand) checks and Dexterity checks made to pick locks.</i>

As you look around, noticing that no staff seem to be present, perhaps the idea of stealing something occurs to you? If you would like to take something and quickly leave, go to entry 67.

Otherwise, you could wait to see if anyone appears. Go to entry 77.

4: Vanya's Potion and Herb Distillery

This aromatic little shop is manned by an elderly halfling. He does not talk, busy as he is mixing compounds. There is not a huge selection, but it is all immaculately presented, and the labels are adorned with intricate little designs bearing the name of their contents.

ITEM	WT.	COST	NOTES
<i>Potion of Nimbleness</i>	1 lb	600 gp	Rare. This red-orange potion is filled with swirling motes of white. For 3 hours after you drink this potion, you have advantage on Dexterity saving throws.
<i>Oil of Impact</i>	2 lb	500 gp	Iron filings float atop this cobalt-blue liquid. Oil of impact can coat any bludgeoning weapon. Applying the oil takes 1 minute. When so applied, the coated weapon is magical and has a +3 bonus to attack and damage rolls for 1 hour.
<i>Potion of Supreme Healing</i>	1 lb	1000 gp	You gain 10d4+20 hp when you drink this potion.
<i>Elixir of Vision</i>	1 lb	600 gp	This elixir is a clear liquid that glows brightly whenever any light is shone upon it. For 1 hour after you drink the elixir, you have advantage on Wisdom (Perception) checks that rely on sight. While the potion's magic is in effect, you can use a bonus action to automatically succeed on one Wisdom (Perception) check that relies on sight, after which the potion's magic ends.
<i>Potion of Superior Cold Resistance</i>	2 lb	400 gp	Very popular lately, this special brew of Vanya's is a deep reddish-orange colour and thick like syrup. It grants resistance to cold damage for one hour.
Potion of Fire Breath	1 lb	500 gp	This potion's orange liquid flickers and smoke fills the top of the container and wafts out whenever it is opened. After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed.

5: Sulawan's Sundries

This general store is busy, packed with locals and travellers alike. Well organized and clean, it has wide aisles and a well-swept wooden floor with neat timber shelves. Arrayed on these shelves are a huge amount of items.

As you move about, roll a d20. If you roll 11 or above, you run into a strange old man. Go to entry 81.

If you roll 10 or below, you run into some local guards who have heard about your mission. Go to entry 16.

When you are ready, you may browse the ample wares in this store

ITEM	COST	WT.	NOTES
<i>Acid (vial)</i>	25 gp	1 lb.	As an action, splash a creature within 5 feet of you or throw the vial up to 20 feet, smashing on impact. In either case, make a ranged attack against a creature or object. On a hit, the target takes 2d6 acid damage.
<i>Antitoxin (vial)</i>	50 gp	-	When drunk, advantage on saving throws against poison for 1 hour.
<i>Backpack</i>	2 gp	5 lb.	
<i>Ball bearings (bag of 1,000)</i>	1 gp	2 lb.	As an action, you can spill these to cover a level, square area that is 10 feet on a side. A creature crossing the area must make on a DC 10 Dex save or fall prone. Moving at half speed doesn't require a save. (DC 10 Wis check for creature to realize this.
<i>Bedroll</i>	1 gp	7 lb.	
<i>Blanket</i>	5 sp	3 lb.	
<i>Candle</i>	1 cp	-	
<i>Climber's kit</i>	25 gp	12 lb.	Includes special pitons, boot tips, gloves, and a harness. Use as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.
<i>Clothes, common</i>	5 sp	3 lb.	
<i>Clothes, costume</i>	5 gp	4 lb.	
<i>Clothes, fine</i>	15 gp	6 lb.	
<i>Clothes, traveller's</i>	2 gp	4 lb.	
<i>Crowbar</i>	2 gp	5 lb.	Grants advantage to Strength checks where leverage can be applied.
<i>Firebelly Tonic</i>	20 gp	1 lb	Resistance against the effects of cold for 24 hours.
<i>Fishing tackle</i>	1 gp	4 lb.	

<i>Furs (Basic)</i>	30 gp	7 lb	+3 on con saves vs. cold
<i>Furs (Luxury / Tailored)</i>	100 gp	8 lb	Advantage on con saves vs cold
<i>Grappling hook</i>	2 gp	4 lb.	
<i>Healer's kit</i>	5 gp	3 lb.	This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.
<i>Holy water (flask)</i>	25 gp	1 lb.	As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage. A cleric or paladin may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.
<i>Ink (1 ounce bottle)</i>	10 gp	-	
<i>Ink pen</i>	2 cp	-	
<i>Lantern, hooded</i>	5 gp	2 lb.	A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.
<i>Oil (flask)</i>	1 sp	1 lb.	Comes in a clay flask that holds 1 pint. As an action, splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.
<i>Parchment (one sheet)</i>	1 sp	-	
<i>Poison, basic (vial)</i>	100 gp	-	You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.
<i>Potion of healing</i>	50 gp	1/2 lb.	A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.
<i>Rations (1 day)</i>	5 sp	2 lb.	
<i>Rope, hempen (50 feet)</i>	1 gp	10 lb.	Hempen rope has 2 hit points and can be burst with a DC 17 Strength check.
<i>Shovel</i>	2 gp	5 lb.	
<i>Tent, two-</i>	2 gp	20 lb.	

<i>person</i>			
<i>Tinderbox</i>	5 sp	1 lb.	This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch--or anything else with abundant, exposed fuel--takes an action. Lighting any other fire takes 1 minute.
<i>Torch</i>	1 cp	1 lb.	A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.
<i>Waterskin</i>	2 sp	5 lb. (full)	

LOUDWATER URBAN ENCOUNTER TABLE

If you scored 50 or above on your d100 roll, roll a d6 on the table below (reroll for repeats) and encounter whatever your roll triggers.

d6 Roll	ENCOUNTER
1	Dice Game. A group of young men and women are playing a game at the entrance to an alleyway. They greet you warmly. The game is called "Going to Waterdeep". A stake is put down (usually 50 gold pieces, although if you succeed on a DC 14 persuasion roll, you can up the stake to 100 gp). It is played with three dice. First, you roll all 3 dice, keeping the highest one aside. Then roll the remaining 2 dice, keeping either both or just one, whichever is highest. Then you roll the last die. The idea is to make the highest possible total. Your opponent will play against you three times. His three scores are as follows: 12. 8. 13.
2	Make a perception check, DC 13, with advantage if you are a rogue. If successful, you notice that you are being pickpocketed, and you chase the thief away. If unsuccessful, you are robbed of d20 x 10 gold pieces.
3	As you are moving around town you hear cries for help. A building is burning down and a young girl screams from the second story window for help. Within a matter of minutes, the entire building will be engulfed in flames. Will you save her? If so, make an athletics check, DC 14. If successful, you carry the young girl from the building and her crippled mother thanks you profusely. Take one inspiration point and 100 gp reward, which a noble onlooker insists you accept. If unsuccessful, take 3d6 fire damage.
4	"You there, peasant! How dare you look at me like that!" Confused, you turn to see a young noble astride a horse. He looks very wobbly, obviously drunk, and seems to think you looked at him insolently. "I challenge you to a duel, you scruffy miscreant! Arm yourself, you dog!" An older man, possibly his manservant, is trying to restrain the hot-headed young noble, but he insists on fighting you, and a crowd is slowly gathering. Go to entry 34.
5	As you pass along a row of townhouses, you hear "Oops! Look out below!" Someone has emptied their chamber pot into the street! Dex save, DC 12. If you fail, you cop a load of foul mess all over yourself. Disadvantage on charisma and stealth checks until you have an opportunity to bathe!
6	"Stop thief!" rings out a cry. A desperate-looking young woman sprints past you, clutching something in her hand. Some distance behind, a portly merchant wobbles as fast as he can, red-faced and puffing. Will you pursue the thief? If so, make an athletics check, DC 14. If successful, you apprehend the thief and return the stolen goods to the portly merchant, whose name is Sulawan (of Sulawan's Sundries). In return, he offers you a 50% discount on any one item from his shop.

PART 1: Journey to the Tower

Boxed Text 1:

You prepare for the journey to the tower and then depart for Loudwater's south gate. It is a busy day in Loudwater, with much traffic leaving and entering the city from the Delimbyir Road. No one pays you much attention as you approach, but the captain of the watch, stationed at the town's south gate, seems to know who you are and what your mission is.

"Lady Moonfire asked me to give you this," he says, passing you a compact scroll case. Opening it, you find a neatly-made map of the local area rolled inside, which shows you the location of the Dire Wood and of Draigdurroch's Cursed Ice Tower. You thank him and prepare to depart.

He assesses you from head to toe. "I don't know where you hail from, but if you don't like the idea of freezing your behind off, I'd advise you to shield yourself against the cold weather. The closer you get to the Dire Wood, the colder it will get, and this is no ordinary cold, friends. This is cursed cold."

Heeding the captain's advice (or not) you equip yourself for the adventure, take one last look back at Loudwater and set out.

Go to p7. of the module and read the red italics underneath *Part J1: The Blizzard*. Then return here and continue reading.

Boxed Text 2:

The storm's intensity continues to rise, minute by minute, until you are caught in the middle of a full-on blizzard.

Visibility decreases to the point where you can only just see your hand in front of your face. You feel panic start to set in. If you don't find your way through this, it could be the end of you!

NAVIGATING THE BLIZZARD

You will now need to make a series of checks for your PC or PCs, to determine how well they cope in this blizzard. If you are wearing furs or have a bottle of Firebelly tonic, give yourself the relevant advantages.

If your PC is Goliath or hails from a cold locale (such as Icewind Dale) they will automatically succeed on the constitution saves, but should still make the checks to see what information/advantages they



can gain.

First, make an arcana check, DC 15. If successful, go to entry 54.

If unsuccessful, make a constitution save, DC 10. If unsuccessful, take one level of exhaustion and then proceed to the next check.

Next, make a survival check, DC 10. If successful, go to entry 74.

If unsuccessful, make a constitution save, DC 15. If unsuccessful, take one level of exhaustion and then proceed to the last check.

Finally, make an athletics check, DC 10. If successful, go to entry 43.

If unsuccessful, make a constitution save, DC 20. If unsuccessful, take one level of exhaustion and then continue reading below.

(See Player's Handbook, p.291, for a detailed description of the different levels of exhaustion).

Boxed Text 3:

Slowly, the blizzard begins to subside, and you shake the snow off your clothes and pack. It seems that just a few hours ago you were journeying through a Gray Vale green with late summer lushness, but now you have been plunged into a polar winter! Something is very, very wrong here.

Make a survival or perception check, DC 12. If successful, go to entry 32. Otherwise, continue reading below.

Boxed Text 4:

You continue on, thinking that the tower must be close now.

Ahead, you see that several hills come together, and at the base of the valley that they form, the snow is thick.

Roll perception or survival, DC 13, with advantage if you discovered something in the snow recently.

If successful, go to entry 62.

If unsuccessful, go to entry 82.

Boxed Text 5:

Visibility is still limited, but some miles away you see a stark grey silhouette: Draigdurroch's tower. With the few hours of daylight left, you debate whether to continue on or make camp here. But the thought of the storm comes back to you - another one could come along at any moment, causing you to become completely lost and turning you away from your route. And camping out here, especially if you don't possess a tent, will be risky. You could build a shelter, but looking around you can see that materials for doing this are scant. There are trees, and if you possess an axe you could make a bivouac, but all of this will cost time.

You now have a decision.

Make camp and rest where you are. If you choose to do this, go to entry 42.

Or to continue on, read the next section of boxed text below.



PART 2:

Draigdurroch Tower

Soon after the encounter with the frost goblins, you spy the silhouette of Draigdurroch Tower in the distance.

Nearby are some areas where you can dig out a snow cave and take a short rest if need be. When you are ready to proceed, continue reading below.

Go to p.4 and view the illustration: this imposing sight is what you behold!

Then, go to p.11 and read through the section of red italics.

Boxed Text 6:

You have reached Draigdurroch's tower, but now the problem of how to enter it presents itself. The ice is thick, 10 ft at least in front of the door. You consider how you are going to break through.

To use fire, you will need a spell or some means of making fire. Go to entry 38.

To use brute force, go to entry 8.

To search for some other entrance around the tower, go to entry 60.

Boxed Text 7:

Slowly you make your way inside Draigdurroch's Tower. You notice the statues of devils placed here and there, and these seem to have eyes that glow, illuminating the interior. Everything is coated in ice, which reflects this ambient light, providing an eerie source of illumination. The ceiling is about 12 ft high, and all the walls made of stone.

Screenshot the mini-map "First Floor" on p.11 of the original module and drop this into your VTT. Create and activate dynamic lighting if you wish. Move your PC to location 2.

(cont. over)

Go to p.12 of the module and read the first column of the section ***Inside The Tower: First Floor***, returning here afterwards.

2A: First Floor

Area 2: Atrium

You creep inside the entrance to the tower and come into a foyer-like space. Towards the back of this atrium area, three doors are situated to the north, east and west. Ahead and to your left and right you see staircases leading up to the second floor. There are also open doorways to your left and right, through which rooms are visible.

If you are going up the stairs, go to section ***2B: Second Floor***.

If you would like to try one of the doors, move your token on the map, and when you enter a new space, go to the number of that space, listed below, to see what it contains.

Area 3: Banquet Hall

This banquet hall appears to run the length of the tower, with fireplaces on either end. The table is large, and ten chairs are placed around its perimeter.

To inspect the fireplaces, go to entry 36.
To have a closer look at the table and chairs, go to entry 69.

Area 4: Sitting Room

This small study, or sitting room, contains several comfortable chairs and a low table. The walls are also lined with long bookshelves. Like everything else in the tower, every item in this room is coated in ice. There is a small fireplace in the northwest corner.

To inspect the bookshelves and their contents, go to entry 40.

To have a look at the fireplace, go to 36.

Area 5: Servants' Room

Entering this room, you see two beds, a fireplace in the southwest corner, and a basic chair and table.

Make a perception check, DC 10.

If successful, go to entry 17.

If unsuccessful, go to entry 83.

To have a look at the fireplace, go to 36.

Area 6: Kitchen

This area is obviously a kitchen and is stocked with the basics - pots, pans and utensils. On the counter are several jars of pickled eels, frozen. You have a quick look around but can find nothing of any real use or note. For a moment you think the eels might be some bizarre beast, but on closer inspection, you see that they are indeed just mundane frozen eels.

Continue your quest by moving your token to another area.

Area 7: Larder

This larder is plentiful with dry and wet goods. All the wet goods are frozen, however, and the place appears undisturbed for some time. Logically, that would be 30 years, if you remember Lord Lathanel's words correctly. Although frozen, everything appears inedible.

2B: Second Floor

Area 8: Laboratory

Cautiously you ascend one of the staircases up to the second floor. Everything is coated in ice and your breath frosts on the air as you climb higher up the tower. You emerge at the top of the staircase into what looks like a huge laboratory. A space in the centre of this room looks down onto the first floor below. You are just getting your bearings when you hear a clattering and crunching sound! Something is ascending the staircase, and fast! Ready yourself for an attack, you stand your ground and are shocked to see one, then two, then four beings reach the top of the stairs... humanoid forms made of ice, elementals of some kind. They advance on you, and you feel the deathly cold emanating from them as they draw near! You prepare yourself for what looks like a deadly battle!

Go to **Ice Warriors Encounter** in the Encounter section.

Boxed Text 8:

The elemental warriors defeated, you now look around the laboratory to see what you can find. The laboratory comprises this entire second level. There are no walls on this floor. Bookcases are on the east side, and along the other walls are an alchemical workbench, a table covered with bits and pieces of warlock implements and infernal carvings, and some crates and barrels containing various magic and alchemical supplies. To the north is a large pentagram, carved into the floor and inlaid with silver.

As you are investigating in the south area of the laboratory, you happen to step on an odd-looking section of floor.

Immediately, you feel a palpable upward force beneath your feet! Jumping off in alarm, you surmise that this section of floor acts as a levitation disc to take you up to the third level. However, you are not sure you are ready to ascend just yet...

To make an arcana check on the pentagram, go to entry 13.

To investigate the magical implements on the table and in the barrels, go to entry 37.

To stand on the levitation disc and ascend to the third floor, go to entry 66.

2C: Third Floor

Screenshot the "Third Floor" map on p.11 of the original module and drop it into your VTT. Set up and activate dynamic lighting if you wish.

(NOTE: It appears the maps and room descriptions in the original module are incongruent, so in this conversion, we have attempted to rectify that).

Area 9: Study

Unlike his living quarters, Draigdurroch's study is free of ornamentation, with a solid wooden desk taking up the centre of the room, and a single chair placed behind it. Aside from the door you entered by, there are no obvious exits.

To investigate the desk, go to entry 23.

Area 10: Living Quarters

This would appear to be Draigdurroch's living quarters. But the furnishing here is opulent, unlike the spare and functional furnishings of the lower levels. However, 30 years of frost has deteriorated the tapestries and other fine materials found here. Touching one of the tapestries that hangs on the north wall, undisturbed for so long, you find that it crumbles and falls apart. As it does so, you see the outline of a door behind it! There is a concealed door here. You try it and it moves freely, the mechanism or ward apparently broken.

You can try either door, moving your PCs token through to another location. As usual, explore using the numbered locations as reference.

Area 11: Library

Entering through the secret door, you emerge in a compact room with a desk, fireplace, and a large bookcase against the south wall. There is also a section of floor that appears identical to the levitation disk on the floor below.

The bookcase is what catches your attention, however. It is packed with books, and coming near you see that they are a mixture of arcane tomes and notebooks. Like the desk in the study, the bookcase is free of the frost that permeates everything else in the tower, and the books look well-preserved.

To move north and stand on the levitation platform, go to entry 73.

To look through the books on the bookshelf, go to entry 53.

To investigate the room for traps, go to entry 75.

Part 3: Tower Roof

Boxed Text 9:

You emerge on the roof of the tower, and the wind instantly cuts you to the bone! It is freezing up here. Blinking through the wind and sleet, you focus on your surroundings.

Go to p15. of the module and read the red italics under the heading *Top of the Tower: Winter's Heart*. Then return here and continue reading.

What is your next course of action?

To investigate the runelike scratches on the surface of the large gem, go to entry 41.

To search the area for anything out of the ordinary, go to entry 61.

Boxed Text 10:

As the white mist that was once the Spirit of Winter blows away on the wind, you see a miraculous sight: the clouds part and golden sunlight spills over the surrounding landscape, first touching the mountaintops then quickly descending to the floor of the valley in which the tower sits, warming everything. The wind begins to ease off, and eventually the full blaze of Lathander's rays hits Draigdurroch's tower.

Loud splintering sounds can be heard as the ice encasing the tower begins to melt, and a smile spreads across your face.

You take some time to collect the warlock's research, and then leave the tower, the interior of which is still encased in ice.

Outside, the cursed winter is retreating further with every hour, and late summer gradually returning.

You make your way back to Loudwater fording several streams and small rivers on the way that have sprung up since your clearing of the cursed tower. Water flows everywhere, the icy stranglehold now released. On the faces of farmers and commoners, you see joy and relief.

Go to p.15 of the module and read the section "Concluding The Adventure".

Any loot gained during this adventure can be sold in Loudwater for the following prices.

ITEM	WORTH
Three rare tomes	100 gp each
Crystal statue of Asmodeus	260 gp
Magic Implements	100 gp
Alchemist's Frost	200 gp

QUEST XP

If you choose to keep the tomes containing Draigdurroch's research (no-one in Loudwater apart from the Lady wants to have anything to do with these), then you make up some story to tell Lady Moonfire and Curuvar the Brazen about not finding them.

Go to page 7 of the original pdf and read the sidebar "The Quests". This details gold rewards for the major and minor quests. We have scaled up the XP rewards for this conversion: 1500 XP for "Fixing the Weather", and 250 XP for "Find Draigdurroch's Research."

Well done! You have released the Gray Vale from the curse of Draigdurroch's Tower!!!

Please check out 5e Solo Gamebooks' other solo adventures on dmsguild.com if you wish to continue your solo adventuring in the Forgotten Realms.

ENTRIES

1

Make a perception check, DC 15.

If successful, go to 79.

If unsuccessful, go to 45.

2

You move as quickly as you can, but it is not quick enough. Two jets of flame, shooting out of the desk, catch you on the legs, burning you badly.

Take 3d6 fire damage.

If still alive, you tend to your wounds, then move to the desk and turn it around so the flame nozzles face the opposite way. Then, you are able to inspect the books in safety.

Go to 59.

3

Make a melee or ranged attack. As the statue is motionless, your attack automatically hits.

Go to 72.

4

These runes are in the Barazhad script of the Primordial language.

Make an arcana check, DC 15.

If successful, go to 18.

If unsuccessful, go to 80.

5

Your attack on the boy misses, and the brat laughs uproariously.

“Hahaaa!!! What a joke! I must say, Judkins, the quality of adventurers these days has gone to the dogs.” The brat tosses you a pouch. “Here, you poor wretch. Your dismal efforts have cheered me up immensely, I must say. I was in a foul mood just now, but seeing you... let’s just say, I’ll be recommending to father

that you come and work at our castle as court jester!! What a hoot!”

With that, the noble departs, leaving you red-faced. Inspecting the pouch, you see it contains exactly 48 gold pieces. Take it (if you have absolutely no shame) and continue on your way.

You may visit more Loudwater merchants if you wish, or if you have finished shopping, you may proceed to

Part 1: Journey To The Tower.

6

Taking the full force of the explosion, you are blown backwards, slamming hard against the wall and sustaining burns to your body.

Take 3d6 fire damage.

If still alive, you gather your senses and look at the desk, which is now nothing more than a smouldering pile of debris, engulfed in flames. Whatever was within that desk is now utterly destroyed.

You may continue your exploration of this area by moving your token to another area.

7

The brat hits you with his scimitar!

Roll a d8 (no mod for damage).

Will you attack in response? If so, make an attack with advantage against AC 10, taking note of success or failure, and go to 33.

Or, will you desist, showing that you’re above rising to the challenge of some nobleman’s son? Go to 57.

8

You begin hammering away at the ice shield. It takes quite some time, but eventually you penetrate through to the tower’s front door. In the process of

clearing a path to the door, you have also inadvertently caused chunks of ice to fall away from other parts of the tower's masonry. Large stone gargoyles and metal hounds stand silent, unmoving. To attempt to open the door, go to 51. To check for traps, go to 15. To check for anything else amiss, go to 1.

9

Another storm begins to set in, and you are unable to make camp. Perhaps your tent blows over or your bivouac collapses. Whatever the case, you decide to be on your way instead.
Go to **Part 2: Draigdurroch Tower.**

10

Having dealt with the tower guardians, you focus on gaining entry to the tower once more.
It appears to be magically locked.
To use the Knock spell, go to 39.
To use thieves' tools, go to 71.
To use brute force, go to 27.

11

Your argument to desist seems to be getting through to the youngster, especially when you relate some of your more daring exploits.
"Oh my..." he says. "I.. I had no idea. I thought you were just some local peasant or guard... please forgive me!" He teeters a little on his feet, looking very unsteady, and you lend an arm.
"Hm," you say, regarding the obviously drunk young dilettante. "Try not to get yourself in trouble from now on, eh?"
"I will, I will," he says.
Take an inspiration point for this cool-headed solution!
You may continue exploring Loudwater unless you have visited all the merchants you want, in which case proceed to **Part 1: Journey To The Tower.**

12

Make an investigation check, DC 15.
If successful, go to 46.
If unsuccessful, go to 63.

13

Make an arcana check, DC 16.
If successful, go to 68.
If unsuccessful, go to 35.

14

Moving closer to the shelves, you see that beside each product is a small symbol, etched into the shelves.
Glyphs! Magic symbols, to prevent shoplifting!

"Ah yes, excellent," comes a voice from behind you. "You noticed the glyphs. We like crafty ones here at Padfoot's, we do. And the cunning ones - which there aren't many of, mind - we like to give them a discount."

This elder rogue, who introduces himself as Padfoot (the owner), informs you that you may have a 25% discount on any one item that takes your fancy. You may buy anything else at normal cost. (Round down if necessary).

Padfoot offers a piece of advice before you leave. "You're heading to Draigdurroch's tower, aren't you?"

"I might be," you say.

"Save it, friend," Padfoot laughs. "Word travels fast around here. Just wanted to offer a piece of advice. He was a damned crafty one, that warlock. I'd recommend you check your surroundings before doing anything in that tower. No doubt he's put a few traps in place."

You thank Padfoot and depart.

After you are done at Padfoot's, you may visit more Loudwater merchants if you wish.

Or, if you have finished shopping, you may proceed to **Part 1: Journey To The Tower.**

15

Make an investigation check, DC 12.

If successful, go to 48.

If unsuccessful, go to 28.

16

The head guard introduces himself. "Yes, Lady Moonfire told me about you! That's a great thing you're doing, but dangerous, no doubt." He thinks for a minute. "Here, have this." He hands you a small piece of paper. It is inscribed with delicate calligraphy, the words *Gate Pass, order of Lady Moonfire*.

"Show this when you're passing through the town gates. You won't have to pay the five gold pieces. And if you've already paid, they'll give you your money back!"

Thanking the guard, you continue with your shopping. Or if you are done shopping, proceed to ***Part 1: Journey To The Tower***.

17

You can see that there are shapes in the bed - humanoid shapes - with the covers pulled over them. They are motionless. To rip the sheets off one of the beds and see what (or who) lies beneath, go to 55.

To stab through the covers into whatever is hiding below, go to 65.

18

It is obvious to you, with your knowledge of the arcane, that the runes were made by the ice warriors you encountered earlier to corrupt the gem's power. This gem is undoubtedly the source of the unnatural weather phenomena! Perhaps if you destroy it...

As if sensing your thoughts, you see the gem flicker... something moves inside it! Go to ***Winter's Heart Encounter***.

19

You detect that, yes, there is definitely magic among these blue flamelike shards, but what kind of magic is impossible for you to fathom.

Continue your investigation of this area.

20

Staying calm, you attempt to convince the young noble that the path he is choosing is not wise at all. But it won't be easy.

Make a persuasion check, DC 16.

If successful, go to 11.

If unsuccessful, go to 49.

21

Quickly you move out of the way, glancing back to see long, thin jets of flame shooting out from the desk! You narrowly avoided having your backside roasted!

Taking a moment or two to turn the desk around so the nozzles face the other way, you return to the bookshelf and are now able to inspect the books in safety.

Go to 59.

22

The glyph is completely unknown to you. Who knows what purpose it serves here? To try a drawer, go to 76.

Otherwise, continue your exploration of this level by moving your token to a different area.

23

Moving close to the desk, you notice that, unlike the rest of the tower, the desk is completely free of frost, just like any normal desk in any normal room.

To try one of the drawers, go to 76.

To check over the outside of the desk, go to 12.

24

You edge closer to the shelf and lift something deftly off, quickly moving to stow it in your backpack. But as you take the item from the shelf, a deafening din, like a bell being rung loudly, sounds out, and you nearly have a heart attack from the fright!

The sound of laughter comes from nearby, and an older man appears, in the cloak of a rogue.

“Oh dear, my friend, oh dear... you’ll have to try a bit harder than that in future! Did you not notice the glyph? Well, I admire your efforts, nonetheless, but it seems your skills might have gotten a bit rusty!”

Carefully you place the item back on the shelf, grateful that this old rogue is not pursuing the matter further. He takes up his position behind the counter and sits down. No doubt this is Padfoot himself, the proprietor of this roguish establishment!

Continue your shopping here, making purchases if you wish, and then move on to another merchant. Or, if you are done shopping, proceed to ***Part 1: Journey To The Tower.***

25

It takes you only a short while to find the measures Draigdurroch put in place. The reading desk has two light nozzles, pointed towards the bookshelf. Moving close to them, you see that the tips are blackened, and it doesn’t take a genius to discern that these are flame nozzles, probably magically triggered by taking a book from the shelves. This warlock was a devious one!

You lift the desk and swivel it around so the jets are facing directly into the wall, away from the bookshelf, and move over to inspect the books.

Go to 59.

26

As the spoilt noble comes lunging at you with his inadequate attack, you calmly step to one side. This utterly bewilders him and he stumbles, falling face down in the dust of the road.

“Good day,” you say with a bow, turn and depart. The boy’s manservant comes near and goes to help him back up to his feet. “Come along, my lord. I shall get you home to your father now, methinks.” Unsurprisingly, the young noble does not pursue the matter further!

You may continue exploring Loudwater unless you have visited all the merchants you want, in which case proceed to ***Part 1: Journey To The Tower.***

27

The door is solid, and breaking it down will take some time.

Make a series of strength checks at DC 18. For each failed check, deduct 1 hp until you succeed.

Finally, you manage to get the solid wooden door open! Proceed by going to ***Part 2: Draigdurroch Tower*** and reading ***Boxed Text 7.***

28

You find no traps around the entrance area.

Seeing nothing else for it, you attempt to open the door, go to 51.

29

Your arcane knowledge tells you this is a warding glyph, one that is probably set to trigger some nasty effect to wound whoever might disturb the desk’s contents! It looks fairly simple, however, and you successfully disable it.

Inside the desk, you find Draigdurroch’s journal, and your breath catches in your throat. Now you know you are on the right track.

Scanning the entries, you see that they begin with his arrival in the area, his building of the tower, his musings on Karse, the Netherese city he believed lay beneath the Dire Wood, his first exploration of the scattered remnants of the dead god Karsus, and his attempts to strike up an eldritch pact with the god. He notes that the “ridiculous faeries” who reside in the Wood sent an emissary with a warning not to tamper with the demigod. Draigdurroch’s response was to blast the emissary to cinders.

“Let them feel the fire of Asmodeus, and soon the fury of Karsus as well,” he writes in the final entry of his journal, with obviously misplaced self-satisfaction. *“They claim that they will punish me for my actions if I do not heed their warnings. THEY will punish ME? How laughable!”*

You may continue your exploration of this floor by moving your token to another room.

30

After searching the room, you don’t find anything that appears suspicious.

To look through the books on the bookshelf, go to 53.

To move north and stand on the levitation platform, go to entry 73.

31

Holding back the full force of your attack, you still hit the cheeky noble squarely and he sits down hard on the ground. The look of utter surprise on his face gives you *immense* satisfaction.

“Let that be a lesson to you, rich brat!” you spit. Then, seeing some town guards casting you inquiring glances, you disappear into the crowd.

Continue your investigation of Loudwater by visiting a different merchant.

Or if you have finished shopping, proceed to ***Part 1: Journey To The Tower.***

32

As you journey through this white, frozen country, you see strange shapes in the snow.

Coming closer, and brushing away the icy white powder, you find the corpses of several goblins, frozen solid!

These poor greenskins were obviously caught unawares by the severity of this storm. Their skin has changed a strange shade of blue, which is something you haven’t seen before. Between them, they carry 51 sp, two shortswords and 10 javelins.

Now on alert for more of their kind, you stay alert to your surroundings and press on towards Draigdurroch’s Tower.

Go to ***Boxed Text 4.***

33

You hit the noble with a vicious attack, instantly knocking him unconscious. His manservant cries out in horror.

“Oh! Sir! Are you alright?” Coming close, the servant shakes his master, trying to wake him.

A few moments later, the young noble comes to consciousness. *“I... what happened.”*

Smiling, and somewhat relieved you didn’t kill the young brat (which might have got you in trouble with local authorities), you bow and wish the pair a good day.

The long-suffering manservant smiles weakly at you, seemingly glad that it is all over. *“Thank you for your mercy towards my master, great one,”* he says deferentially. *“I bid you good day.”*

The boy will be nursing a decent wound in addition to what will probably be a nasty hangover!

You may continue exploring Loudwater unless you have visited all the merchants you want, in which case proceed to ***Part 1: Journey To The Tower.***

34

The young noble, who appears very drunk, dismounts his horse and draws a scimitar. Just by the way he handles the weapon, you can tell this youngster has not seen a whit of battle in his life.

You smile well-meaningly.

"Ah, I wouldn't do that, young fellow," you say gently. "I'm pretty handy with this sort of thing."

The brat stares at you, wide-eyed. "Can you believe it, Judkin?" he shouts, turning to his manservant. "The sheer insolence of this commoner! Square up, wretch, and get what's coming to you!"

You have two options here:

Try and dissuade the ignorant young noble from this foolhardy course of action (persuasion check). Go to 20.

Or, take out your weapon (or spell) and teach this hot-headed whippersnapper a much-needed lesson! Go to 70.

35

Your knowledge of magic does not reveal anything about this symbol, although obviously it is somehow involved in Draigdurroch's arcane dabbings.

To investigate the magical implements on the table and in the barrels, go to entry 37.

To stand on the levitation disc and ascend to the third floor, go to entry 66.

36

Looking inside the fireplace, you see that it is filled with frozen blue flames that emit no heat but rather a chilling cold.

You could make an arcana check, DC 14.

If successful, go to 19.

If unsuccessful, go to 47.

37

You move around the tables and barrels, inspecting the various materials left here. The quality is much degraded owing to the passage of time, but you do find a vial of alchemist's frost and about 100 gp's worth of arcane supplies. (You may take either or both of these).

Alchemist's Frost:

Alchemist's frost is the same as alchemist's fire except that it deals 1d8 points of cold damage on a direct hit (and 1 point of cold damage to those it splashes), rather than fire damage. It deals no additional damage afterwards.

To make an arcana check on the pentagram, go to entry 13.

To stand on the levitation disc and ascend to the third floor, go to entry 66.

38

Quickly you kindle fire, either mundane or magical, and begin to melt your way through the ice. It takes some time, but eventually you clear a passage through the icy prism and the way to the front door is open!

In the process of clearing a way to the door, you have also inadvertently caused chunks of ice to fall away from other parts of the tower's masonry. Large stone gargoyles and metal hounds stand silent, unmoving.

To attempt to open the door, go to 51.

To check for traps, go to 15.

To check for anything else amiss, go to 1.

39

You make the incantations and gestures, and hear the door release.

The way into the tower is open! Proceed by going to **Part 2: Draigdurroch Tower** and reading **Boxed Text 7**.

40

Make an investigation check, DC 12.

If successful, go to 56.

If unsuccessful, go to 50.

41

You bend over the runes, inspecting them carefully. Make a history check, DC 15.

If successful, go to 4.

If unsuccessful, go to 44.

42

Do you possess a tent?

If not, do you possess an axe with which you could cut wood to make a bivouac?

If you have either of these things, go to 64.

If not, it is probably best that you proceed towards the tower. Go to **Part 2:**

Draigdurroch Tower.

43

Now annoyed at the persistence of this storm, you put your head down and summon your reserves of strength to trudge your way through this storm. It seems the gods reward your resolve - you discover untapped reserves of energy that you never knew you had!

Soon, you see the weather ahead clearing somewhat. It looks like you have made it through to the other side of the storm!

Go to ***Boxed Text 3.***

44

These runes are a mystery to you. But you have little time to puzzle over their meaning. As you bend over the gem, you see a light flickering within... something stirs within the depths of this gem!

Go to ***Winter's Heart Encounter.***

45

You notice nothing suspicious around the entrance area.

To attempt to open the door, go to 51.

To check for traps, go to 15.

46

Searching the exterior of the desk, you find a strange rune etched on its underside, where Draigdurroch probably stretched his legs.

You could try opening the desk. Go to 76.

Or, you could make an arcana check on the rune, DC 14.

If successful, go to 29.

If unsuccessful, go to 22.

47

You cannot tell whether the flames are magical or not.

Return to Part 2 and continue your investigation of this area.

48

You find no traps around the entrance area.

Seeing nothing else for it, you attempt to open the door. Go to 51.

49

Livid with rage, the entitled young brat takes his scimitar and charges at you.

Roll a d20 (no modifier) vs your AC, at disadvantage.

If it equals or exceeds your AC, go to 7.

If below your AC, go to 26.

50

You see that the shelves are lined with books containing treatises on demons and the Nine Hells. Whoever maintained this library obviously had a keen interest in such matters.

Return to Part 2 and continue your investigation of this area.

51

You turn the large handle, but find the door solidly locked!

Suddenly, you hear a creaking noise and turn to see the iron hounds, stationed on the large stone bannisters on either side of the door, come to life and turn towards you!

They leap down off their stony pedestals and advance on you!!

You will have to do battle with these guardians.

Go to ***Tower Guardian Encounter*** in the Encounters section.

52

Your roguish skills pay off, and you successfully pick the lock.

The way into the tower is open! Proceed by going to ***Part 2: Draigdurroch Tower*** and reading ***Boxed Text 7***.

53

You reach up and remove one of the books from the bookshelf. The instant you do this, you hear a whooshing sound from behind you and see the light of fire turn the walls a bright orange!

Make a dex save, DC 14.

If successful, go to 21.

If unsuccessful, go to 2.

54

Your knowledge of magic tells you that this storm is probably arcane in nature. The surrounding area of Gray Vale appears to be in the grips of a late summer, despite the unseasonal chill in the air, and you reason that this storm must be localised. If you persist forward, you should be able to make it through the other side, as you reason that it probably originates from the tower.

Return to ***Navigating the Blizzard*** and continue reading from where you left off.

55

You rip the covers off, and jump back in alarm! A corpse lies there, frozen solid. It is the body of an elderly human, possibly a servant, you think. Whoever it was, they died terrified - the look on their face is one of utter fear.

Inspecting the other bed, you find a similar corpse.

Unsettled at these gruesome finds, you replace the sheets and decide what to do next.

Return to Part 2 and continue your investigation of this area.

56

The books that line these shelves mostly appear to be treatises on the Nine Hells and the demon lords who inhabit them. Inspecting the frozen pages carefully, you find more information on Karse, and several places where pages have been marked, showing the location of Karse on various maps. But these are just cursory notes. You don't get the feeling that Draigdurroch's research, which Lady Moonfire requested you find, is here. There are also books on Netheril. It seems someone was very interested in this ancient lore. You find three tomes you think might be of some worth. (Note: Add *three rare tomes* - weight 1.5 lb each - to your inventory).

On one of the lower bookcases, tucked in between two large tomes, you find a small crystal sculpture of a demon, and looking closer you recognize it as Asmodeus! You estimate this crystal sculpture to be worth at least 260 gold pieces, perhaps even more. Your spirits lift at this rare find, and you place it into your backpack (add to inventory).

Return to Part 2 and continue your investigation of this area.

57

Taking the hit like the hardened adventurer you are, you sheathe your weapon and bow. "I meant no harm, young sir. I am on a quest for Lady Moonfire, and pray that you will let me be on my way."

The young man gets very flustered and embarrassed at this statement of yours. "I... *Lady Moonfire*? Good gods, I... I meant no harm, truly..."

Now panicked, the young man begins fumbling through his dishevelled clothing and produces his gold pouch. "Here, please, take it," he says. Gold is falling from the pouch onto the street, attracting the attention of passers-by. "Take it all, please! I meant no offence!"

Apparently, Lady Moonfire is a respected (and possibly feared) figure in Loudwater.

Take 140 gold pieces if you wish, and then proceed on your way!

You may continue exploring Loudwater unless you have visited all the merchants you want, in which case proceed to ***Part 1: Journey To The Tower.***

58

Instinct kicks in, and you quickly roll away from the force of the explosion. Flames lick at your back as you get yourself out of harm's way.

You gather your senses and look at the desk, which is now nothing more than a smouldering pile of debris, engulfed in flames. Whatever was within that desk is now utterly destroyed.

You may continue your exploration of this area by moving your token to another area.

59

You take some time to study these volumes and find information on Draigdurroch's contact with the remaining fragments of the failed deity

Karsus. More details emerge, and the plot thickens: it appears the warlock was working on forging a new type of pact that would draw upon the echoes of the demigod's lingering spite and rage to create effects of dark magic. The books and notebooks here appear to constitute the majority of Draigdurroch's research. NOTE: A warlock character who spends several months studying these notes and attempting to recreate Draigdurroch's research can change an eldritch pact to the dark pact described in the *Forgotten Realms Player's Guide* (4th edition supplement).

To move north and stand on the levitation platform, go to entry 73.

60

You search around the base of the tower, looking for alternate entry points, but find none.

Make a perception or nature check, DC 12.

If successful, go to 78.

If unsuccessful, you can either use fire to open the entrance: go to 38.

Or, you can use brute force. Go to 8.

61

You inspect the rooftop, but other than the gem and the levitation platform, you find nothing. As you move about, however, you notice that rubble and mist are situated in various areas of the roof, and these areas are difficult to navigate. Your inspection is disturbed by movement, coming from the direction of the blue gem... something appears to be moving within it!

Go to ***Winter's Heart Encounter.***

62

Your finely honed instincts tells you that something is seriously amiss here... this place looks perfect for an ambush.

Suddenly you hear a ragged, guttural cry, and turn to see movement atop the low hills! Humanoids, their shapes blurred in the sleet, have appeared atop the hills to your south.

Go to page 9 in the original module and read the red italics, starting with the words "A mass of goblins..." (Doesn't sound good, does it?)

Your encounter will begin at the position "PC Start A".

Go to *Frost Goblin Encounter*.

63

You don't find anything out of place.

To try the drawer, go to 76.

Or, continue your exploration of this level by moving your token to another location.

64

Make a survival check, DC 12.

If successful, you make a tidy little camp and are able to get a long rest inside your shelter. You may restore all your hp, feats and spell slots from your long rest. Then, proceed on your journey by going to Part 2: Draigdurroch Tower.

If unsuccessful, go to 9.

65

You stab through the sheet, but whatever is under the covers is rock hard. Your blade hits the form with an audible "chink" and goes no further.

To rip the covers off and reveal what lies beneath, go to 55.

Otherwise, return to Part 2 and continue your investigation of this area.

66

Gingerly shifting your weight onto the disc-shaped section of floor, you hold your breath expectantly. A moment later, you feel yourself rising smoothly, and look up to see an opening of the same size and shape as the disc on which you stand, cut into the ceiling above.

Soon you rise through this, and into a room that looks decidedly more opulent than any room on the lower floors!

Go to *Section 2C: Third Floor*, and read *Area 9: Study*.

67

Make a perception check, DC 17. If successful, go to entry 14.

If unsuccessful, go to 24.

68

Your arcane knowledge tells you that this is a summoning circle, attuned to the Nine Hells!

Who knows what dark magic

Draigdurroch was meddling in here. You carefully step back from the pentagram, not keen to inadvertently summon some infernal fiend!

To investigate the magical implements on the table and in the barrels, go to entry 37.

To stand on the levitation disc and ascend to the third floor, go to entry 66.

69

Nothing looks valuable here. The owner of this place does not seem to be one for opulent decorations. The place settings, plates and cutlery are all of rough design and utilitarian.

Move your token to another location if you wish, finding the appropriate entry number in Part 2.

70

Advancing on this impertinent young noble, you brandish your weapon and make an attack, not seeking to kill, merely to chastise.

Make an attack roll against AC 10.

If you hit, go to 31.

If you miss, go to 5.

71

Make a Dexterity (thieves' tools) check, DC 16. If successful, go to 52.

If unsuccessful, you can try brute force.

Go to 27.

72

As soon as your attack hits the statue, you hear a creaking noise and notice with alarm that its head has turned towards you. Then, one by one, all four houndlike creatures turn towards you, primed for attack!

Behind you, a stone gargoyle has animated and is also advancing!

Go to ***Tower Guardian Encounter*** in the Encounter Section.

73

Standing on this section of floor, you feel the now familiar rising sensation and are soon ascending to the ceiling. However, this time you go *through* the ceiling, which seems to be some sort of non-solid material.

You emerge on the roof of the tower!

Go to ***Part 3: Tower Roof***.

74

You consult your map again and notice the lay of the land around you. Due to your superior navigational skills, you make your way into a shallow valley which shelters you from the worst of the storm. The going is slow, but at least you are out of the vicious blizzard... for now.
(*cont. over*)

Return to ***Navigating the Blizzard*** and continue reading from where you left off.

75

Make an investigation check, DC 14.

If successful, go to 25

If unsuccessful, go to 30.

76

You grasp the drawer handle and pull, and at exactly the same moment something triggers and a violent explosion rocks the desk, and the floor it stands on.

Make a dexterity save, DC 15.

If successful, go to 58.

If unsuccessful, go to 6.

77

You wait, browsing the shelves, and after some time an older man appears and seats himself behind the counter.

"Good afternoon, traveller! Welcome to my humble little shop. I'm Padfoot, the owner here. Please, don't let me disturb your browsing."

Padfoot takes out a book and begins reading, sipping on a goblet of something.

Continue your shopping here, making purchases if you wish, and then move on to another merchant. Or, if you are done shopping, proceed to ***Part 1: Journey To The Tower***.

78

You find a fissure in the ice, near the front door, a weak point, and use either fire or brute force to start making your way through the icy shield.

Progress is quicker than it would have been had you chosen another point.

Take one inspiration point for this inspired solution. (*cont. over*)

Eventually you clear a passage through the icy prism and the way to the front door is open!

To attempt to open the door, go to 51.

To check for traps, go to 15.

79

A close inspection of the guardians reveals that they could be magical in nature. You give them a good look over, and their construction seems to be incredibly detailed.

You hope they don't spring to life and attack! Right now, they are motionless, so you consider your next course of action.

To attempt to open the door, go to 51.

To check for traps, go to 15.

To attack one of these statues, go to 3.

80

You have no idea why these runes were made upon the surface of this gem. But as you bend over it, you see a light flickering within... something stirs within the depths of this gem!

Go to ***Boxed Text 10***.

81

"Ah! It's you!" the old man exclaims. You are taken aback by this, having never seen him before in your life. His eyes are open but a glazed film covers them. He is blind.

"Yes, let me see..." he says thoughtfully, reaching up and touching your face.

"Yes, very brave, very brave... you'll need it, for the quest to come. But.. ah! I see it now. You will meet the Cloudmaker. You will see him, and as soon as you see him, you must kill him!" The old man smiles. "And now, I must go!"

He turns and departs, leaving you utterly bewildered. Cloudmaker? What was all that about. Mad, obviously. But then, a middle-aged lady comes close.

"Lucky, you are. That's Yarg Xygga, the local seer. We hardly ever see him. And even rarer it is for someone to be on the receiving end of one of his predictions.

Count yourself lucky!"

"Predictions?" you ask.

"Yes, and they always come true," she says, tapping the side of her head.

Puzzling over these events, you resume your shopping.

You may continue shopping from Sulawan's Sundries, depart for a different merchant, or if you have finished shopping, you may proceed to ***Part 1: Journey To The Tower***.

82

Walking forward, you soldier on through the sleet towards the low hills. You proceed forward cautiously, and initially, it seems like your fears were unjustified. You make it past the hills and continue north.

But then suddenly you hear a ragged, guttural cry, and turn to see movement atop the low hills! Humanoids, their shapes blurred in the sleet, have appeared atop the hills that surround you.

Suddenly you notice that this terrain is perfectly suited to ambush tactics.

Go to page 9 in the original module and read the red italics, starting with the words "A mass of goblins..." (Doesn't sound good, does it?)

Your encounter will begin at the position "PC Start B".

Go to ***Frost Goblin Encounter***.

83

This room appears very basic, possibly servants' quarters. You find nothing of any note in here.

Return to Part 2 and continue your investigation of this area.

ENCOUNTERS

FROST GOBLIN ENCOUNTER

NOTES

1. Screenshot the map on page 9 and drop it into your VTT.
 2. Converted stat blocks for the frost goblins are found on the following pages.
 3. Roll initiative for yourself and the frost goblins. Roll separately for the sharpshooters, the cutters and the mage.
 4. Use the section “Tactics” (p.9) to determine what the goblins do. The hexer will attack with light crossbow until you are close enough for him to use his *Freezing Cloud*. Whenever the PC causes 20 or more damage on a turn, the hexer will use his *Freezing Hex* attack on his next turn.
 5. Moving across the sheet of ice requires checks, detailed on page 9 of the original module in the section “Countermeasures” (Found at the bottom of the “Treacherous Ice” Stat block). The checks convert straight to 5e without adjustment.
 6. Check also the section “Hills”, under “Features of the Area” on p.10.
- ◆ *If you are victorious check the section “Treasure” on p.10 to see what you can loot from the goblin’s bodies! Converted stats for the hexer’s Rod of Reaving are found below. Once you are done here, you can move on by proceeding to **Boxed Text 5**.*

ROD OF REAVING +1

Rod, Uncommon, requires attunement by a warlock.

Worth: 750 gp.

While holding this rod, any damage caused by your Hex spell is increased by 1 hp.



FROST GOBLIN SHARPSHOOTER (x3)

Medium Humanoid, CE

Armour Class 16

Hit Points 12

Speed 30 ft.



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

Senses Darkvision 60 ft., PP 11

Damage Resistances Cold

Languages Goblin

Sneak Attack The frost goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.

Goblin Tactics As a reaction, when missed by a melee attack, the sharpshooter can move one square without provoking an attack of opportunity.

Icy Form Unarmed attacks on the frost goblin result in 2 cold damage to the attacker.

Ice Walk The frost goblin can navigate slippery, icy surfaces without needing to make a dex save.

ACTIONS

Light Crossbow *Ranged weapon attack*, +6 to hit, range 80/320 ft. *Hit* 1d8+4 piercing damage.

Shortsword *Melee weapon attack*, +6 to hit, range 5 ft, one target. *Hit* 1d6+4 slashing.

FROST GOBLIN CUTTER (x8)

Medium Humanoid, CE



Armour Class 16

Hit Points 7

Speed 30 ft.

STR 14 (+2)	DEX 17 (+3)	CON 13 (+1)
INT 8 (-1)	WIS 12 (+1)	CHA 8 (-1)

Senses Darkvision 60 ft., PP 11

Damage Resistances Cold

Languages Goblin

Icy Form Unarmed attacks on the Frost Goblin result in 2 cold damage to the attacker.

Ice Walk The frost goblin can navigate slippery, icy surfaces without needing to make a dex save.

ACTIONS

Javelin (five javelins per cutter) *Ranged weapon attack*, +4 to hit, range 30/120 ft. *Hit* 1d6+2 piercing damage.

Shortsword *Melee weapon attack*, +5 to hit, range 5 ft, one target. *Hit* 1d6+3 slashing.

FROST GOBLIN HEXER (x1)

Medium Humanoid, CE



Armour Class 18

Hit Points 32

Speed 30 ft.

STR 10 (+0)	DEX 15 (+2)	CON 18 (+4)
INT 9 (-1)	WIS 13 (+1)	CHA 18 (+4)

Senses Darkvision 60 ft., PP 11

Damage Resistances Cold

Languages Goblin

Freezing Cloud As an action, The hexer chooses a point within 60 ft and conjures a cloud which occupies a 10 ft. radius originating from that point. This area is treated as difficult terrain (except for those accustomed to cold climates, such as goliath PCs). The zone also causes the frost goblin hexer and its allies to become obscured, which results in disadvantage on attacks at those targets. The frost goblin hexer can move the zone up to 25 ft on its turn as a bonus action.

Goblin Tactics As a reaction, when missed by a melee attack, the hexer can move one square without provoking an attack of opportunity.

Icy Form Unarmed attacks on the Frost Goblin result in 2 cold damage to the attacker.

Ice Walk The frost goblin can navigate slippery, icy surfaces without needing to make a dex save.

Incite Bravery When an ally within 10 ft uses the Goblin Tactics feat, the hexer can incite bravery, allowing them to move an extra 10 ft and make an attack.

ACTIONS

Freezing Hex *Ranged Spell Attack* +6 to hit, range 60 ft, one target. *Hit* 2d6+1 cold damage and target must make a constitution save, DC 15. On a fail, their movement is halved until the end of their next turn. (Extra 1 damage is caused by Rod of Reaving).

Light Crossbow *Ranged weapon attack*, +4 to hit, range 80/320 ft. *Hit* 1d8+2 piercing damage.

Shortsword *Melee weapon attack*, +4 to hit, range 5 ft, one target. *Hit* 1d6+2 slashing.

TOWER GUARDIAN ENCOUNTER

NOTES

1. Screenshot the map on p.16 and drop it into your VTT.
2. Read the red italics on p.16 to set the scene for the encounter.
3. 5e stat blocks for the tower guardians are found on the following pages.
4. Roll initiative for yourself and the tower guardians. Roll separately for the iron defenders and the clay scout.
5. Read the tower guardians' stat blocks in full to get a good idea of all their abilities.
6. Take note of the section "Path" under "Features of the Area." The checks convert straight to 5e.
7. Use the section "Tactics" (p.16) to determine what the guardians do.

◆ *If you are victorious, go to 10.*

TOWER CLAY SCOUT (x1)

Small Construct, Unaligned

Armour Class 16

Hit Points 15

Speed 30 ft., fly 15 ft.



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

Senses Darkvision 60 ft., PP 10

Damage Resistances Bludgeoning, piercing and slashing from non-magical weapons.

Damage Immunities Poison

Condition Immunities Poisoned

Languages -

Guard Area The clay scout's only purpose is to guard the tower. It gains a +4 bonus to all attacks on all creatures within 25 ft of the tower.

Limited Invisibility On the clay scout's turn, all PCs must make a DC 10 wisdom save. If they fail, the clay scout is invisible to them and has advantage on its attacks.

ACTIONS

Poison Bite *Melee weapon attack* +2 to hit (+6 with Guard Area bonus), reach 5 ft, one target. *Hit* 1d6 piercing damage, and target must make a DC 16 con save, taking 1d6 poison damage on a failed save or half as much on a successful save.

Mind Touch *Ranged weapon attack* +4 to hit, range 10 ft, one target. *Hit* 1d6+2 psychic damage.

IRON TOWER DEFENDER (x4)

Medium Construct, Unaligned

Armour Class 17

Hit Points 18

Speed 30 ft.



STR 16 (+3)	DEX 15 (+2)	CON 15 (+2)
INT 5 (-3)	WIS 11 (+0)	CHA 8 (-1)

Senses Darkvision 60 ft., PP 10

Damage Resistances Bludgeoning, piercing and slashing from non-magical weapons.

Damage Immunities Poison

Condition Immunities Poisoned

Languages -

Guard Area The iron defender gains a +1 attack bonus when it is within 5 ft of tower. It will pursue creatures beyond, but not creatures that flee the tower area completely.

Pursue & Attack When the iron defender makes an opportunity attack it can shift one square before or after the attack if such a move would provide tactical advantage to it. Such a move does not itself provoke an opportunity attack.

ACTIONS

Bite *Melee weapon attack* +5 to hit, reach 5 ft, one target. *Hit* 1d6+3 piercing damage.

ICE WARRIORS ENCOUNTER

NOTES

1. Screenshot the “Second Floor” map on p.18 and drop it into your VTT. Place your PCs token(s) wherever you think they might be. NOTE: Your PC will have time to get into the best possible tactical position, so take the time to carefully consider what place they would inhabit.
2. Read the red italics on the bottom left of p.18 to set the scene for the encounter.
3. 5e stat blocks for the ice warriors are found on the following pages.
4. Ignore the shardlings – they do not figure in this conversion.
5. Roll initiative for yourself and the ice warriors.
6. Tactics: the PC does not face all these enemies at once. In round one, the frostling (leader) and the raiders appear at the top of the staircase and move into their positions, attacking the PC wherever they are situated. They will pursue if the PC descends the stairs to the first floor also. In round three, the hurlers appear, materialising from the fireplaces at either side of the room.
7. Take note of the section “Table” under “Features of the Area.” The DC for all checks (all of which translate directly to 5e) is 15.
8. If the PC moves within the pentagram on level 2, read the section “Summoning Circle” under “Features of the Area,” replacing the words “any attacks made using powers that have the arcane keyword,” with the words “any spell attacks.”
9. If victorious, you claim the +1 frost maul. This functions like a normal +1 maul but deals cold damage instead of bludgeoning damage.
10. Return to Part 2B and read ***Boxed Text 8.***

ICE WARRIOR ICICLE HURLER (x2)

Medium Elemental, CE



Armour Class 15

Hit Points 16

Speed 30 ft.

STR 14 (+2)	DEX 17 (+3)	CON 14 (+2)
INT 11 (+0)	WIS 14 (+2)	CHA 11 (+0)

Senses Darkvision 60 ft., PP 12

Damage Resistances Cold

Damage Immunities Poison

Damage Vulnerabilities Fire

Condition Immunities Poisoned, Exhausted, Paralyzed, Petrified

Languages Primordial

Icicle Storm (Recharge 5-6) As an action, the hurler chooses a point within 20 ft., creating a localised storm with a radius of 15 ft from that point. Any creature within this area must make a dex save, DC 14, taking 1d10 damage on a failed save or half as much on a successful one. The hurler uses this attack whenever it is successfully recharged (beginning of its turn).

ACTIONS

Multiattack The hurler makes two attacks, choosing from those below.

Slam *Melee weapon attack* +4 to hit, reach 5 ft, one target. *Hit* 1d4+2 bludgeoning damage.

Flying Icicle *Ranged Weapon Attack* +5 to hit, range 10/20. *Hit* 1d6+3 piercing damage.

ICE WARRIOR RAIDER (x2)

Medium Elemental, CE

Armour Class 15

Hit Points 18

Speed 30 ft.

STR 17 (+3)	DEX 14 (+2)	CON 18 (+4)
INT 11 (+0)	WIS 11 (+0)	CHA 11 (+0)

Senses Darkvision 60 ft., PP 12

Damage Resistances Cold

Damage Immunities Poison

Damage Vulnerabilities Fire

Condition Immunities Poisoned, Paralyzed, Petrified

Languages Primordial

ACTIONS

Flail *Melee Weapon Attack* +5 to hit, reach 5 ft, one target. *Hit* 1d8+3 bludgeoning damage.

Ice Embrace *Melee Weapon Attack* +5 to hit, reach 5 ft, one target. *Hit* 1d4+3 bludgeoning and target must make a DC 14 con save, or their movement is halved until the end of their next turn.

ICE WARRIOR FROSTLING (x1)

Medium Elemental, CE

Armour Class 18

Hit Points 27

Speed 30 ft.

STR 18 (+4)	DEX 15 (+2)	CON 14 (+2)
INT 12 (+1)	WIS 12 (+1)	CHA 18 (+4)

Senses Darkvision 60 ft., PP 12

Damage Resistances Cold

Damage Immunities Poison

Damage Vulnerabilities Fire

Condition Immunities Poisoned, Paralyzed, Petrified

Languages Primordial

Icy Burst (recharge 4-6) As an action, the frostling chooses a point within 25 ft., dealing a blast of cold damage with a radius of 5 ft originating from that point. The target must make a DC 14 con save or take 1d10 cold damage, and their movement is halved until the end of your next turn.

ACTIONS

Ice Shard *Melee Weapon Attack* +6 to hit, reach 5 ft, one target. *Hit* 1d8+4 cold damage.

Freezing Shot *Ranged Weapon Attack* +4 to hit, range 50 ft, one target. *Hit* 1d6+2 cold damage, and target's movement is halved, and one ally within 15 ft can shift to a square adjacent to the target.

Icy Burst

WINTER'S HEART ENCOUNTER

NOTES

1. Screenshot the “Roof” map on p.21 of the module and drop it into your VTT. Place your PCs token wherever you think they might be.
2. Read the red italics beginning with “The gemstone pulses” to set the scene.
3. The Spirit of Winter’s converted 5e stat block is found on the following page.
4. Consult the section “Tactics” to determine what the monster does.
5. If victorious, go to ***Boxed Text 10***.

SPIRIT OF WINTER (x1)

Large Fey, Unaligned

Armour Class 18

Hit Points 75

Speed 30 ft.

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

Senses Darkvision 60 ft., PP 12

Damage Resistances Cold

Damage Immunities Poison

Damage Vulnerabilities Fire

Condition Immunities Poisoned, Paralyzed, Petrified

Languages Primordial

Gem Bound The spirit of winter is bound to the frost gem. Attacking either damages the spirit of winter (their hp decreases simultaneously), and when the spirit of winter reaches 0 hit points or fewer, the gem is also destroyed. The gem's defenses are identical to the spirit of winter's (AC 18, cold resistance), and the gem also has resistance to damage from non-magical weapons.

Freezing Burst (Recharge 6) As an action, the spirit of winter emits a 15 ft blast cone of cold from its position. All targets must make a DC 15 dex save or take 1d6+4 cold damage, are moved back 10 ft and knocked prone (does not provoke AOO). A successful save results in half damage, and the target is not pushed back or knocked prone. The Spirit of Winter uses its Freezing Burst whenever it successfully recharges it at the beginning of its turn.

Blast of Cold (Recharge 4-6) If the Spirit of Winter ever takes 20 or more damage from a single hit, the gem will emit a blast of cold in a 10 ft cone originating from the gem. All targets must make a DC 14 dex save, taking 1d8+2 cold damage on a fail or half as much on a successful save.

Winter's Fury When the Spirit of Winter reaches 20 hp, its Freezing Burst is automatically recharged.

ACTIONS

Slam *Melee weapon attack* +6 to hit, reach 10 ft, one target. *Hit* 1d6+4 bludgeoning + 1d4 cold damage.