



COLD BENEVOLENCE

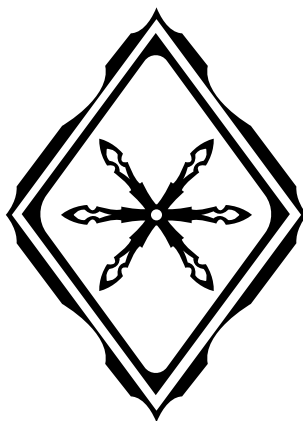
A Plague of Ancients Adventure

Feral-Tongue must be stopped! But without aid, your efforts will likely be in vain. Amid rising tensions, Old Goat suggests an unlikely ally: chwingas! Her plan, however, isn't popular among other members of the clan. Can you sway their opinion? Better yet, can you find the elusive elemental spirits?

Part Four of the *Plague of Ancients* Series of Adventures.

A Four-Hour Adventure for 1st through 4th-Level Characters

Optimized for APL 3.



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ADVENTURE PRIMER

I lay there, pinned under the collapsed ice, frostbite creeping up my crushed foot. Before doom befell me, a small, playful creature appeared—no taller than my boot and wearing a splendid mask—and bestowed upon me a supernatural warmth. What was this winter spirit?

—Felrin Emptycup, Felrin's Frozenfar Phenomena

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

This adventure takes place in and around Wyrmdoom Crag, Good Mead, and Dougan's Hole.

BACKGROUND

ICEWIND DALE, the frigid expanse north of the **SPINE OF THE WORLD**, is deep in the grip of the **EVERLASTING RIME**—a name bestowed upon the wrath of **AURIL THE FROSTMAIDEN**. Denied the sun's warmth, the people of **TEN-TOWNS**, the **GOLIATH CLANS**, and the **REGHED NOMADS** in the surrounding wilds, huddle near their fires to drive away the cold, hoping they'll be able to endure the chill until the sun rises once more.

Unbeknownst to them however, the cold is the least of their concerns. Among the **THUUNLAKALAGA** clan—the goliaths of **WYRMDOOM CRAG**—the druid **FERAL-TONGUE** has gone missing, and in his absence, beasts infused with **CHARDALYN** are driving away prey and fomenting madness in the minds of the people they encounter.

All is not yet lost; **OLD GOAT**, the leader of the Thuunlakalaga clan anticipates a sign. Salvation will be heralded by a **FALLING STAR** on the distant horizon, an ember of hope to melt away the icy grip of doubt in her heart.

OVERVIEW

The adventure's story is spread over **four parts**, each taking approximately **1 hour** to play:

Call to Action: No Hope Too Small (20 mins). Old

Goat reveals her plan to the characters: find three chwingas living throughout Icewind Dale and secure their blessings for the fight against Feral-Tongue and Frostclaw.

Part 1: Pleased to Mead You (40 mins). The characters travel to the town of Good Mead and attempt to earn the blessing of Singing Gir, a song-loving chwinga which resides in a nearby forest. This is **Story Objective A**.

Part 2: Winter's Witness (70 mins). The characters navigate a maze of jagged ice in a nearby mountain range in search of a chwinga called Sappa Ever-Watching. This is **Story Objective B**.

Part 3: Fish Stew (50 mins). The reclusive chwinga known as Lor the Timid hides amongst the Twenty Stones of Thruun in Dougan's Hole. A local who spends his time reflecting at the stones can help the party earn the chwinga's blessing. This is **Story Objective C**.

Part 4: Frostbite (60 mins). On their return to Wyrmdoom Crag, Frostclaw ambushes the characters during a raging blizzard. They must defeat Frostclaw and return to the Thuunlakalaga Clan. This is **Story Objective D**.



STORY AWARDS

At certain points in the adventure, you'll see this glyph along with an entry describing how the specified story award is earned or impacted by the story. Ignore the entry if it refers to a story award none of the characters have. If it refers to a story award the characters just earned, it provides information for you and the players.

ADVENTURE HOOKS

If the characters haven't played through previous season 10 adventures, don't know Old Goat or the Thuunlakalaga Clan, or just need a refresher, give them **handout 1**, which summarizes what they need to know for this adventure. Consider using the following hooks to draw new characters into the action:

Chwinga Scholar. Characters with the Acolyte, Hermit, or Sage background might be seeking out rumors of chwingas in Icewind Dale as part of their quest for knowledge.

The Hunter Becomes the Hunted. Frostclaw has robbed the character of something precious—a friend, their home, or simply their sense of security. It's time they had their revenge.

Friend of the Thuunlakalaga Clan. Characters with the Guild Artisan, Guild Merchant, Hermit, Outlander, or Soldier background may have befriended the Thuunlakalaga goliaths in the past and might feel a desire to help them.

NARRATING FROSTCLAW, THE HUNTER

Though they only directly encounter her twice, the characters are constantly hunted by the awakened owlbear as the story arc develops. To ensure you instill the appropriate sense of paranoia and dread this villain deserves, leave signs of her passage for the characters to encounter as they adventure beyond the safety of Wyrmdoom Crag. Examples include:

- A large, white feather stained with blood.
- The mutilated carcass of a beast or a missing goliath hunter.
- Large paw prints that're quickly erased by the wind and snow.
- A dead tree with huge claw marks gouged into the trunk.
- Growls and roars; their source obscured by blowing snow.
- A circular pattern of deliberately arranged body parts.
- A character's name whispered on the wind.

No Hope Too Small

Estimated Duration: 20 minutes

WYRMDOOM CRAG

Themes. Doubt, isolation, hope.

Old Goat addresses the Thuunlakalaga clan's concerns with an unorthodox plan. She asks the characters to locate three elusive chwingas living throughout Icewind Dale, secure their magical blessings, and to take the fight to Feral-Tongue.

Old Goat has spent many nights listening to the clan's concerns about Feral-Tongue and Frostclaw. After reflecting on the needs of her tribe, Old Goat has gathered everybody in the main hall (**area W5** on the Wyrmdoom Crag map in *Icewind Dale: Rime of the Frostmaiden*) for an announcement.

CHARACTER INTRODUCTIONS

Allow each character a minute or so to introduce their character, describe their appearance and mannerisms, and the reason why they're at Wyrmdoom Crag. Be sure to give everyone equal time in the spotlight and be prepared to gently stop people if they run on. Character introductions are crucially important for the players to understand who the other characters are, to build a basis for roleplaying opportunities, and for you, the DM, to learn more about the characters so you can create story elements that really speak to the characters.

Award **inspiration** (explaining what inspiration is and how it works) once everyone's had a turn.

AREA INFORMATION

Wyrmdoom Crag has the following features:

Dimensions and Terrain. The main hall is a circular cave approximately 50 feet in diameter with a 30-foot-high domed ceiling. The southern portion of the cave is situated atop a 10-foot-high stone ledge accessible by a set of roughhewn stairs.

Temperature. Warmth is a luxury to goliaths. With resources dwindling, the clan can't afford to frivolously waste wood. A pathetic fire sputters in the center of the hall for non-mountain-born guests; the rest of the cavern is freezing cold.

Lighting. Bluish light reflects off the cavern's walls. A small fire casts a haunting glow under the goliaths' stonelike faces.

Sounds. Howling winds echo through the caverns, but they aren't loud enough to silence the growing tension within the tribe. A crowd of goliaths murmurs with uncertainty, fear, and anger.

Well. The center of the cave contains a 10-foot-wide well which the Thuunlakalaga clan draws fresh water from.

TENSION IN THE TRIBE

Feral-Tongue and his awakened animals have shaken the Thuunlakalaga clan, causing a rift in the friendly goliath tribe. Though normally eager to share the story of the White Dragon's Doom (see chapter 2 of *Rime of the Frostmaiden*), a character who speaks with or listens to members of the gathered clan may instead learn of their recent struggles.

You can use the following sample lines during roleplay to convey the tension within the Thuunlakalaga clan:

- "Longsight has the sharpest eyes of any hunter. If they didn't see any other game, there was none."
- "That creature dragged Hideminder from his bed screaming. What animal would be so bold?"
- "Old Goat isn't the warrior she used to be. Spearsong is strong and speaks true. Maybe he should lead the tribe."

CREATURE INFORMATION

Kaskur Spearsong is here, along with three of his fellow hunters (all **goliath warriors**), facing the entrance to Old Goat's cave. Behind him stands the collected four generations of goliaths residing in Wyrmdoom Crag—a mixture of adults and children (a few of the latter bored to the point of batting around a goat-ball, much to the chagrin of the eldest among them).

KASKUR (KASS-KERR) SPEARSONG THUUNLAKALAGA

Neutral goliath warrior

This headstrong and impetuous goliath leads the clan's hunters. He's grown angry and frustrated at the lack of game in the area, and he resents Old Goat's "poor leadership" for a lack of solutions. He wields a longbow taller than most humans and claims he once felled an elk from a half mile away. He wears little in the way of clothing, even in the driving wind—a feat that's earned him the respect of his fellow hunters.

What They Want. Kaskur has grown tired of Old Goat's personal fears preventing an alliance with the goliaths of Skytower Shelter. He views her as weak and her ideas as outdated, especially when Kugan Windwhisper (Feral-Tongue)—who Kaskur views as even weaker than Old Goat—is involved. He wants to usurp control of the clan for himself.

Words Are Wasted Wind. Kaskur doesn't have a negotiator's tongue; he's terse and speaks his mind without hesitation. Despite this, he's experienced and knows the area better than any of his peers.

Once the characters have had a chance to introduce themselves and take in their surroundings, Ogolai Orcsplitter (Old Goat) emerges from her private cave (**area W6**) and addresses the tribe.

TO BOXED TEXT OR NOT TO BOXED TEXT

You can read this boxed text dramatically to your players or you can ignore it and describe the Old Goat's entrance yourself; tell the players what they sense and let them decide what their characters do. As the DM, you get to portray the entire world; let the players focus on their own characters.

The battle-scarred goliath chieftain leans on the hilt of her upturned, chalk-white axe. As Old Goat speaks, her hoarse voice tells the story of many shouts uttered in defense of her clan. "We've warred with winter for too long," she starts. "It's time we ask it for aid."

Old Goat publicly acknowledges the characters and thanks them for their assistance, mentioning that the Thuunlakalaga clan can't stand alone in these trying times. They must consider all allies.

If the tribe is to have any hope of surviving the Everlasting Rime, they must be clever. In the past, the headstrong goliaths of Wyrmdoom Crag braved the biting winds of winter to meet their enemies, relying solely on fate and resolve. This time, the chieftain fears, that won't be enough. To combat a supernatural foe, they must make a supernatural ally—no matter how small.

OGOLAI (OH-GO-LIE) ORCSPLITTER "OLD GOAT" THUUNLAKALAGA

Lawful neutral goliath warrior

The chieftain of the Thuunlakalaga goliaths is an elderly goliath with a heavily scarred face. She dresses plainly in goat hide clothing and carries an immense greataxe fashioned from white dragon bone. She has a crippling fear of griffons stemming from a childhood trauma that's created tensions between her clan and the Akannathi goliaths of Skytower Shelter (see *Icwind Dale: Rime of the Frostmaiden*).

What They Want. Old Goat's priority is the safety and prosperity of her clan—especially in these unusual and trying times. She's quick to stymie dissent, particularly from Kaskur Spearsong. She fears his disagreements will turn violent but does everything within her power to delay this apparent inevitability for as long as possible.

Done It, Seen It; but the End Is Nigh. Old Goat has been around a long time and seen many things. This experience lends her a tremendous amount of wisdom to draw on when making decisions. However, she's getting old and refuses to surrender the yoke of leadership until a worthy (equally wise) replacement is found. If it weren't for his sharp tongue, Old Goat would've offered Kaskur the mantle of leadership years ago. However, she fears what the clan would become under his leadership.

SHARP-TONGUED HUNTER

As Old Goat speaks, Kaskur mocks the aging chieftain and her plan. Normally, most of the Thuunlakalaga clan ignores Kaskur's brusque remarks, but the recent turmoil has fostered unrest within the tribe. Old Goat ignores the hunter's pointed criticism.

Characters can silence Kaskur with a successful DC 15 Charisma (Intimidation or Persuasion) check. Alternatively, a character could attempt to best him in a feat of strength, such as wrestling, or earn his respect with their marksmanship prowess. If defeated, Kaskur returns to the southern ledge and licks his wounds. If the characters are unsuccessful or do nothing to quell Kaskur's comments, other clan members participate in the ridicule, causing 1d6 + 2 goliaths to leave the gathering early, dismissive of Old Goat's plan.

ARE YOU TALKIN' TO ME?

This part showcases the developing tension in the Thuunlakalaga clan, personified by Kaskur and Old Goat. Rather than portraying the conflict with the characters on the sidelines, consider having Kaskur direct his comments to the characters, attempting to appeal to their sense of reason. This engages your players and spares you roleplaying two NPCs arguing with each other.

OLD GOAT'S PLAN

Old Goat tells the characters to find three chwingas—tiny elemental spirits capable of bestowing magical blessings—living throughout Icewind Dale. She asks the characters to secure the chwingas' blessings and take the fight to Feral-Tongue.

While chwingas don't use names themselves, Old Goat refers to the three chwingas as:

Singing Gir, a chwinga who delights in song and pottery.

They reside in a frozen forest outside Good Mead.

Sappa Ever-Watching, a hermetic chwinga who observes Icewind Dale from the peaks of a nearby mountain range.

Lor the Timid, a shy and reclusive spirit who lives among the Twenty Stones of Thruun in Dougan's Hole, the smallest Ten-Town.

This isn't the first time the Thuunlakalaga clan has heard of these chwingas. Goliath storytellers speak their names over crackling fires on calm, snowy nights, much to the delight of the tribe's wide-eyed youth.

Upon the conclusion of Old Goat's plan, Kaskur tells the tribe that their chieftain is weak and that "All this ice has frozen her judgment." The hotheaded hunter then storms off, his loyal hunters stamping their spears against the stone floor in support as they follow closely behind.

DEVELOPMENT

After Kaskur's exit, Old Goat approaches the characters, accompanied by a goliath storyteller who uses a crutch named Nararhak Tree-Eye. The chieftain hands the characters a bag containing a crystal set in a golden frame with a wooden handle—a gift for Sappa Ever-Watching.

Old Goat suggests the characters start with the chwinga easiest to locate: Singing Gir. The chwinga lives in a frozen forest just outside the brewing town of Good Mead. Nararhak has told the story of Singing Gir many times and knows the chwinga well. They suggest the characters stop in town first to fetch a few clay mugs and learn a rowdy drinking song or two.

EXPLORING WYRMDOOM CRAG

The characters may wish to explore other areas of Wyrmdoom Crag before their departure. Refer to chapter 2 of *Icewind Dale: Rime of the Frostmaiden* for areas other than the main hall. Old Goat stresses the urgency of the situation and encourages the characters not to delay. There'll be plenty of time for goat-ball after Feral-Tongue is dealt with!

PLEASED TO MEAD YOU

Estimated Duration: 40 minutes

TRAVELING TO GOOD MEAD

Themes. Denial, desperation, secrecy.

The first chwinga on Old Goat's list is Singing Gir, a buzzing elemental spirit who loves a good drinking song. Luckily, the chwinga resides in the frozen forest just north of Good Mead! As they reach the brewing town, the characters are faced with a choice: head to the mead hall or approach Singing Gir despite an imminent blizzard!

GOOD MEAD

Good people—honest and true—the folks living in Good Mead are a raucous bunch. Worship of Tempus is prevalent and made more boisterous by their brewing-based economy. They maintain a healthy rivalry with Dougan's Hole to the southwest. A typical Good Meader has their own "well-seasoned" mug always hanging from a belt loop. The buzzing drone of beehives can be heard almost everywhere in town, though the unnaturally cold winter has quieted the hives down considerably.

As the characters travel to Good Mead, the gray clouds above them become increasingly dark and grim—a sign of an impending blizzard. When the characters reach the outskirts of town, read or paraphrase the following:

A fur trapper emerges from the spindly evergreens of the frozen forest just outside of Good Mead, dragging an empty sled behind them. The vaguely human-shaped bundle of winter clothing hollers in your direction about the storm, though their shouts are mostly drowned out by the roar of the icy winds. The trapper then continues trudging through the snow toward the warm glow of the town's mead hall.

Characters can follow the trapper to the mead hall, where they can attempt to learn a drinking song and obtain one of the locals' clay mugs while the storm blows over. Alternatively, characters can ignore Nararhak's suggestions and forge ahead to the frozen forest. If the characters heed the storyteller's advice, proceed to the "Mead Hall" section. If the characters instead want to go straight to Singing Gir, skip ahead to the "Frozen Forest" section.

Regardless of where the characters go, Good Mead and the surrounding area are subjected to a blizzard 10 minutes after the characters reach the town. The storm lasts 1d4 hours.

STORY OBJECTIVE A

Gaining Singing Gir's charm is **Story Objective A**.

A. MEAD HALL

Good Mead is known for its delicious honey wine. The proud brewing town has served Frozenfar stalwarts for over forty years, shipping casks branded with Good Mead's heraldry to taverns throughout Icewind Dale. The town's central feature is its two-story mead hall, which buzzes with the droning of thousands of bees used in the production of mead. After a hard day's work, locals retire to the mead hall to warm their bellies with a mug full of sweet, yellow mead.

Auril the Frostmaiden has sent Good Mead spiraling into a depressive slump. Recently, the town speaker, Kendrick Rielsbarrow, was killed by a verbeeg who made off with a few casks of mead, and the Everlasting Rime has killed a substantial number of bees with its merciless temperatures. Until the town can get its bearings, Good Mead has halted all mead deliveries to the other Ten-Towns. During this period of uncertainty, however, locals can still seek respite in a foamy mug of mead. Some desperate few, however, believe it's only a matter of time before the mead runs out—a self-fulfilling prophecy it seems, as they're keen to drink the town dry.

A TOAST TO THOSE THAT CAME BEFORE

Good Mead was founded by immigrants from Chult and the Vilhon Reach, who brought with them trophies of the beasts that roamed their homelands in the form of hollowed-out drinking horns. Today, the people of Good Mead continue to honor their ancestors in times of revelry, though few dinosaurs roam the Frozenfar. Hunters boast of their kills while drinking from yeti horns or mammoth tusks, while the town's less ambitious folk opt to make elaborate clay mugs engraved with pictographic stories.

AREA INFORMATION

An upright flaming sword—the symbol of Tempus, Lord of Battles—is carved above the doors of the mead hall, which has the following features:

Dimensions and Terrain. The mead hall's rectangular taproom is 50 feet long and 20 feet wide.

Walls and Ceilings. The mead hall's walls are lined with casks of mead, animal hides, and a handful of mounted trophies, including the imposing head of a remorhaz. The 20-foot-high ceiling is supported by thick wooden beams.

Temperature. A rectangular firepit situated between the two rows of feasting tables keeps the hall comfortably warm.

Lighting. The hall is dimly lit by the orange glow of the fireplace and whale oil lamps.

Sounds. In addition to a bellowing warrior's singing, the mead hall vibrates to the buzzing of thousands of bees. Though they aren't housed in the taproom, a large portion of the mead hall is dedicated to bee husbandry, by which Good Mead draws the honey for its namesake. The droning bees are audible throughout the town, but the buzzing is especially prevalent within the mead hall.

Beehive. Occasionally, stray bees slip through cracks in the wood and begin constructing a hive within the taproom. Normally, a beekeeper moves this hive back to the apiary, but after the recent discovery of nearly a hundred cold, dead bees, the brewers aren't taking any chances by disturbing the bees' preferred location. Bees circle the 1-foot-wide hive, which hangs from a support beam over the one of the feasting tables.

The beehive has AC 10 and 5 hit points. When reduced to 0 hit points, the beehive falls from the beam and crashes onto one of the feasting tables, bursting open and releasing an angry **swarm of insects** in the nearest unoccupied space. On their turn, the bees attack the creature closest to them.

CREATURE INFORMATION

Eleven sullen-eyed patrons dot the taproom; hunters, fishers, and three **guards** in the local militia taking solace in the mead that still flows into their cups. A boisterous warrior (**berserker**) sings "Dig It Up, Doddie" (see **handout 2**) at the center feasting table, only stopping long enough to guzzle mead from his drinking horn. His song draws the attention of a sulking beekeeper at a nearby table and **Sigrid Bronzebelly**, a dwarf brewer who's discreetly enjoying spoonfuls of "comfort honey" from behind the bar.

PLEASED TO MEAD YOU

When the characters enter the mead hall, read or paraphrase the following:

A blond-haired mountain of a man laughs and takes a swig of golden mead from a curved drinking horn, while his other hand slowly brings a clay mug brimming with foam toward his dripping beard. The wooden bench bows under the weight of the muscular, bare-chested warrior, who sings over the droning bees between lengthy gulps.

"DIG IT UP, DIG IT UP, DIG IT UP, DODDIE! I HEAR THE FISHING'S GREAT."

The rowdy patron is a worshipper of Tempus named **Bjorn Snowslayer**. A character can memorize "Dig It Up, Doddie" with a successful DC 13 Intelligence (Performance) check after listening to Bjorn sing for 10 minutes. Alternatively, they can pay any patron 5 gp to write down the lyrics and teach them the melody.

BJORN SNOWSLAYER

Chaotic neutral human berserker

Until a few days ago, Bjorn was a brave warrior in Good Mead's militia, when an encounter with a verbeeg left him physically and mentally scarred. Bjorn is shaken by the death of Speaker Rielsbarrow and the town's uncertain position, but he'd rather drink himself to death than admit he's afraid.

What They Want. Speaker Rielsbarrow was like a father to Bjorn, and carousing in the mead hall dulls the pain. Bjorn hasn't thought about what he'll do after the storm subsides. The only thing on his mind is the next drink.

Broken Warrior. Bjorn's encounter with the verbeeg left him in a state of self-doubt. The warrior's anxiety manifests as raucous merrymaking and bullying.

CLAY MUGGER

Bjorn's clay mug belongs to a meager beekeeper named **Jordan**. Like Bjorn and most residents of Good Mead, Jordan's had a tough time of late. On top of the recent bee deaths, Jordan recently received word that a caravan transporting a care package from their mother—including a box of homemade cookies—perished in an avalanche along the Spine of the World. They were looking forward to a pint of mead until the towering warrior snatched it from their grasp—mug and all.

Due to their netted outfit, the doleful beekeeper immediately stands out to any character who surveys the room. At this point, Jordan doesn't care if they get their mug back. They just want to see Bjorn knocked down a peg or two. Jordan tells the characters they can keep the mug if they retrieve it.

Here are a few ways the characters could obtain the clay mug:

Beehive. Though the mead hall sees its share of brawls, fighting with weapons is strictly forbidden. If a character brandishes a weapon, they invoke the ire of the local militia. That said, knocking the beehive from the ceiling is certain to cause a large enough distraction to secure the mug.

Drinking Contest. If a character asks for Jordan's mug back, Bjorn challenges them to a drinking contest. Each contestant must make a successful DC 10 Constitution check to drink their mead without succumbing to intoxication. The participants repeat the check until only one remains.

During the contest, the patrons in the mead hall sing "Dig It Up, Doddie." A character who doesn't participate in the contest can memorize the song with a successful DC 13 Intelligence (Performance) check.

Stealing the Mug. If the characters can get Bjorn to set down the mug, a character who makes a successful DC 17 Dexterity (Sleight of Hand) check can swipe the mug without Bjorn noticing.

TO THE FOREST

The blizzard subsides after 1d4 hours, at which point the patrons begin to return to their homes. Having had a chance to secure both mug and song, characters can proceed to the frozen forest to meet Singing Gir.

B. FROZEN FOREST

Just north of Good Mead lies a thicket of snow-covered pines. In the winter months, when trade routes are especially dangerous, locals who tire of knucklehead trout venture into the frozen forest to hunt and trap. Most Good Mead residents understand the importance of conservation and are careful not to overhunt—after all, the town thrives thanks to the careful nurturing of bees.

AREA INFORMATION

A squat, three-tiered igloo rests in a clearing. Dozens of clay mugs dangle above the igloo, suspended by stiff twine attached to the towering evergreens' branches. A steady, rhythmic buzz emanates from a small opening at the base of the igloo.

CREATURE INFORMATION

The glassy evergreens of the frozen forest are home to snowy owls, arctic hares, and a merry **chwinga** which is often heard but rarely seen. To Singing Gir, the ever-droning bees of Good Mead are a nonstop choir of thousands of tiny voices—a choir in which the chwinga frequently takes part. Singing Gir has a striped oval mask adorned with two large white ears and wears a pair of wings fashioned from pine needles and tree sap. When the chwinga hears a song, it hums along with a kazoo-like buzz that causes its mask to vibrate, shaking off ice and snow in a gentle cloud.

To coax Singing Gir out of hiding, the characters must make a successful DC 13 group Charisma (Performance) check. Any player who sings a verse of “Dig It Up, Doddie”

(see **handout 2**) or any other drinking song makes their check with advantage. On a success, Singing Gir emerges from the igloo and begins a fervent dance, kicking up glittering snow. The chwinga bounces among the characters throughout its performance, bestowing upon them the **Charm of Singing Gir** story award.

If the characters proceeded directly to the frozen forest despite the blizzard, Singing Gir is agitated by the storm. The chwinga buzzes angrily at the characters from inside its igloo, refusing to come out. As a result, characters have disadvantage on their Charisma (Performance) checks.

CHWINGAS AND THEIR MAGICAL GIFTS

The chwingas are a bit less generous than their counterparts in the jungles of Chult. Because of this, they don't bestow their supernatural charms during these adventures. Instead, their aid manifests later when it's truly needed.

DEVELOPMENT

After the characters have attempted to earn Singing Gir's blessing, they can seek out either Sappa Ever-Watching in the mountains of Icewind Dale (**part 2**) or Lor the Timid in Dougan's Hole (**part 3**). The characters don't need to return to Wyrmdoom Crag after each chwinga, but they're welcome to solicit additional wisdom from Nararhak and Old Goat if they get stumped.



STORY AWARD: CHARM OF SINGING GIR

The characters earn this story award if they persuade Singing Gir to lend their aid.

WINTER'S WITNESS

Estimated Duration: 70 minutes

MOUNT SHATTERGLASS

Themes. Desperation, paranoia, secrecy.

From the highest peak of a nearby mountain range, Sappa Ever-Watching looks down on Icewind Dale with its collection of spyglasses. Skeptics within the Thuunlakalaga clan think Sappa Ever-Watching is more curious than vigilant, but Old Goat believes the chwinga is a sentinel, dutifully watching over the Dale. She sends the characters to Mount Shatterglass with a gift for the tiny creature, but a jagged ice maze and a harrowing climb stand between the characters and the chwinga.

Sappa Ever-Watching spies from the summit of Mount Shatterglass, named for how the mountain rises from the ice maze located around its base, called the Glassfoot. Many explorers have bravely (or foolishly) entered the maze, eager to uncover its secrets, but few return. Where there are secrets, there's often danger.

STORY OBJECTIVE B

Gaining Sappa Ever-Watching's charm **Story Objective B.**

AREA INFORMATION

Mount Shatterglass has the following features:

Terrain. The terrain throughout the icy maze at the base of this 3,000-foot-tall mountain features rock-hard snow, frozen lakes, and smooth, blue permafrost.

Walls and Ceilings. The Glassfoot's walls are made from rock and ice, ranging from 10 to 25 feet in height. Frost and powder snow settle on most surfaces, imposing disadvantage on Strength (Athletics) checks made to climb walls. Though the majority of Glassfoot is open to the gray sky, some areas descend into sub-zero tunnels with 10-foot-high ceilings made of thick, blue permafrost.

Temperature. Bone-chilling katabatic winds permeate Mount Shatterglass and the Glassfoot below. Creatures who aren't acclimated to extreme cold or wearing proper winter clothing quickly become grim omens for future expeditions.

Lighting. Gray clouds block the afternoon sun, allowing dim light, but no warmth.

LIGHTING IN ICEWIND DALE

Unless otherwise noted, daytime hours provide dim light outdoors, while nighttime hours are dark. The permanent dusk of Auril's curse makes the promise of sunlight seem a teasing possibility, but the sun never breaks the horizon.

Sounds. Whistling winds grow louder as characters near the peak of Mount Shatterglass.

Frozen Corpses. The occasional, blue-skinned corpse lies half-buried in the snow. Frozen in time, their poses tell the story of their final moments: huddling for warmth, scribing illegibly on a scroll with frostbitten hands, or injured, crawling along a risky ledge toward companions who forged ahead long ago.

Fauna. All manner of arctic creatures lurk inside the Glassfoot—crag cats, frost giants, and remorhazes have all roamed the frigid chasm at one time or another. In addition, various beasts acclimated to the cold inhabit the maze. The characters may encounter walruses, foxes, or snowy owls.

A. TRAVERSING THE GLASSFOOT

Unlike other mazes, the Glassfoot is alive, and changes by the hour. Frigid air solidifies into thin walls of ice, and whipping katabatic winds collapse precarious passages, transforming them into stretches of treacherous blades.

Rather than providing a map for the icy labyrinth, navigating the maze is a narrative experience interspersed with discoveries. Roll **twice** on the Ice Maze Encounters table and consult the following sections to determine what surprises await the characters at the base of the mountain.

If the characters make quick work of these challenges, consider rolling a third time on the Ice Maze Encounters table.

Exiting the Maze. After 1 hour of exploring, the characters must make a DC 14 group Wisdom (Survival) check to traverse the Glassfoot. On a success, proceed to the "Scaling the Mountain" section. On a failure, the characters gain a level of exhaustion and must spend another hour searching the maze. This level of exhaustion can only be removed by completing a long rest in a warm, dry location with access to hot food and drink (such as an established tent, tavern, or inn). It isn't possible to recover while ranging about the frigid wilds of Icewind Dale.

ICE MAZE ENCOUNTERS

d6	Encounter
1	A1. Glacial Snake Nest
2	A2. Dead Giant
3	A3. Frozen Lake
4	A4. Last Resort
5	A5. Hot Springs
6	A6. Guardian

A1. GLACIAL SNAKE NEST

This area has the following features:

Area Information. A thin layer of snow and ice masks the entrance of a smooth tunnel, created years ago by a remorhaz that's since outgrown its former den. Characters with a passive Wisdom (Perception) score of 15 or higher notice the tunnel. Any creature who doesn't make a deliberate effort to avoid stepping in the center of the pathway must make a successful DC 15 Dexterity saving throw or slide down the glassy tunnel, taking 7 (2d6) bludgeoning damage and landing prone at the bottom.

Climbing back up the ice tunnel requires a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. A character with climbing gear, such as an ice pick, has advantage on this check.

Creature Information. The den isn't empty. Since the remorhaz's departure, two glacial snakes (**giant constrictor snakes** with immunity to cold damage) have made this lair their nest. At the end of the slippery tunnel is a 20-foot-diameter cavern hollowed from the ice. In the center of the cavern lies a shimmering nest of crushed ice, upon which rest 3d12 eggs. The glacial snakes aggressively defend the eggs from intruders.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak or Weak:** Remove one **giant constrictor snake**.
- **Strong:** Add one **giant constrictor snake** with immunity to cold damage.
- **Very Strong:** Add one **giant constrictor snake** and two **constrictor snakes**, all with immunity to cold damage.

A2. DEAD GIANT

This shallow ravine is the grave of an overzealous frost giant. This area has the following features:

Area Information. This 40-foot-wide chasm is dominated by a 30-foot-tall ice spire, smooth and sharpened to a point by wind erosion.

Creature Information. Ligvov the Splitter came to Mount Shatterglass to praise Thrym, god of frost giants, from its peak. Like several other frost giants in his tribe, Ligvov incorrectly identified the Everlasting Rime as the fulfillment of a frost giant prophecy which foretold the Age of Everlasting Ice. During his ascent, a loose ledge plunged Ligvov hundreds of feet to the Glassfoot, where he was impaled on an ice spire.

It's a grisly sight. Ligvov's arms hang behind him, resting several feet above the snow, and his head is cocked back lifelessly. The ice spire, covered in crystallized blood, juts from his chest, refracting reddish light across the ravine.

Treasure. Two objects lay in the snow near the spire: a completely white axe sized for a frost giant and a battle horn with a rune carved into its surface. A character who makes a successful DC 15 Intelligence (Religion) check recognizes the white axe as a ceremonial weapon honoring Thrym, god of frost giants. The horn isn't magical, but a character fluent in Giant recognizes the marking as the *ise* ("ice") rune.

A3. FROZEN LAKE

A frozen lake separates the characters from the path ahead to Mount Shatterglass. It has the following features:

Area Information. The 60-foot-radius circular lake is completely flush with the surrounding ice walls, but several rocky outcroppings stick out the ice.

Creature Information. Barring utter recklessness, the ice holds surprisingly well—until a mischievous **walrus** attempts to break the ice. When the characters are halfway across the ice, read or paraphrase the following text:

The rhythmic slap of flippers echoes across the lake as a majestic walrus appears on a rocky outcropping above. It waddles closer to the precarious ledge, claps its front flippers, and barks loudly with malicious glee.

The characters can make a DC 14 group Wisdom (Animal Handling) check to temper the eager walrus, dissuading it from taking the polar bear plunge on a success. At the DM's discretion, a character can make a Charisma (Performance) check instead—especially if the player imitates a walrus at the table! On a failure, the walrus leaps into the frozen lake. Each creature within 30 feet of the walrus must make a DC 13 Dexterity saving throw or be plunged into the frigid water. Once submerged, the walrus taunts the characters from a safe distance, attacking only if it feels threatened.

FRIGID WATER

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

A character who was immersed continues to suffer the effects of the frigid water until their wet clothes are replaced with dry ones.

A4. LAST RESORT

Two months ago, Bumheim Seaglade, a foolhardy Waterdhavian noble, bade his southern compatriots farewell, setting out for the Frozenfar in search of ancient ruins. Knowing nothing of the harshness of Icewind Dale, Bumheim and his team quickly found themselves stranded in the Glassfoot. One by one, they succumbed to the horrors of the jagged ice maze, until only one explorer remained: a middle-aged climber named **Thomkins** (a **spy**).

Area Information. The explorers took shelter in a shallow, 10-foot-wide cave with stalactite-sized icicles hanging from its entrance. Characters may be drawn to the cave by the sound of Thomkins's latest meal, which sounds like the crisp snap of a fresh carrot.

Creature Information. Thomkins is engaging in some cannibalism when the characters come upon the cave. Read or paraphrase the following text:

A man in a gray winter coat sits hunched in a dark cavern, turned away from the entrance. The blue-skinned corpse of a human explorer wearing bright-red mittens is slumped against the rocky wall opposite him.

Upon noticing the characters, Thomkins stands and welcomes the characters nervously. The explorer does his best to draw attention away from Bumheim's missing fingers, which he's covered with an attractive pair of mittens. A successful DC 15 Wisdom (Medicine) check determines that Bumheim died from a fall onto a sharp object. Anyone who removes the mittens or physically inspects the body notices Bumheim is missing four fingers, clearly snapped off—three on one hand and one on the other.

THOMKINS

Chaotic evil human spy

Thomkins was promised “unfathomable riches” by Bumheim Seaglade, but when his employer slipped and impaled himself on his own ice pick, Thomkins realized he'd never see a single gold piece. Thomkins dragged Bumheim to a nearby cave for medical attention, but by then Bumheim had already bled out. That was five days ago. With supplies depleted, Thomkins did the unthinkable to survive—and developed a taste for Waterdhavian finger food.

What They Want. Thomkins is too far gone. If the characters bring Thomkins with them, he secretly plots to make them his next meal. If confronted about his cannibalism, he denies it. If at any point Thomkins feels cornered, he tries to bite one of the characters and flees deeper into the maze.

Got Your Goat. In addition to his recent taste for human flesh, Thomkins has also developed an unhealthy obsession with a scrimshaw mountain goat he calls Franklin. He often says what he's thinking aloud to the goat.

A5. HOT SPRINGS

The Glassfoot offers comfort to those who can find it. This area has the following features:

Hot Springs. The hot springs consist of three cascading pools roughly 5 feet in diameter that drain into an underground reservoir. A character who relaxes in the springs for 10 minutes gains 5 temporary hit points.

Creature Information. If a character relaxes in the pool, a mischievous arctic monkey (use **baboon** stats) attempts to sneak up and steal one article of winter clothing—such as an overcoat or snow boot—from the character during their time of serenity.

A6. GUARDIAN

This area has the following features:

Area Information. A cylindrical stone head is set into the eastern wall of this 50-foot-square area. The stylized face carved into its smooth black rock scowls angrily at the characters, its open mouth full of glittering treasure. To the north of the area, a 10-foot-wide passage continues toward the base of Mount Shatterglass.

Creature Information. The ground in front of this stoic guardian is littered with frozen corpses: explorers, arctic foxes, and snowy owls all lay stiff in the powdery snow, their bodies coated with thick frost.

Greed Trap. The glittering treasure in the guardian's mouth is an illusion. A creature can identify it as such with a successful DC 15 Intelligence (Investigation) check, or by physically interacting with the illusion.

If a creature tampers with the stone head in any way or comes within 10 feet of it, the face's hollow eyes and mouth illuminate with a swirling blue mist and 1-foot-thick walls of ice instantly form at both entrances to this area. Each wall has AC 12, 30 hit points, and vulnerability to fire damage. Reducing a wall to 0 hit points destroys it completely.

On initiative counts 20 and 10 (losing ties) the stone head casts *Snillloc's snowball swarm* (spell save DC 15, see *Xanathar's Guide to Everything*), targeting a random creature within range. Casting a *dispel magic* spell on the head suppresses this effect for 1 round.

The stone head has AC 20 and 40 hit points. Reducing the statue to 0 hit points destroys the head completely, preventing it from casting further spells.

Treasure. A character who reaches past the illusion into the stone head's mouth discovers a *potion of resistance (cold)*.

B. SCALING THE MOUNTAIN

Mount Shatterglass pales in comparison to Kelvin's Cairn, but its ascent is no less formidable. After exiting the Glassfoot, the characters must make a successful DC 16 group Strength (Athletics) check to climb the peak and reach Sappa Ever-Watching's lofty perch. On a failure, the characters each take 7 (2d6) bludgeoning damage as they fall to a ledge 20 feet below, where they can attempt the climb again.

SAPPA EVER-WATCHING

A tiny **chwinga** perches atop Mount Shatterglass, scanning Icewind Dale with one of its many spyglasses. Sappa Ever-Watching has a blank white mask with a single black dot in the center and wears several pairs of goggles around its neck. As the characters approach the elemental spirit, it skitters behind a pile of snow, popping up moments later with a set of binoculars. The chwinga inspects the characters from a distance, making sure they aren't a threat.

If the characters present the crystal kaleidoscope Old Goat gave them, Sappa Ever-Watching cautiously emerges and approaches the characters. After examining the device, the chwinga clicks its heels together and bestows the **Charm of Sappa Ever-Watching** story award on the characters.



STORY AWARD: CHARM OF SAPPA EVER-WATCHING

The characters earn this story award if they persuade Sappa Ever-Watching to lend their aid.

DEVELOPMENT

After attempting to secure Sappa Ever-Watching's blessing, the characters can seek out Lor the Timid in Dougan's Hole (**part 3**). If Sappa Ever-Watching was the last of the three chwingas mentioned by Old Goat, instead proceed to **Part 4: Frostbite**.

The characters don't need to return to Wyrmdoom Crag after each chwinga, but they're welcome to solicit additional wisdom from Nararhak and Old Goat if they get stumped.

FISH STEW

Estimated Duration: 50 minutes

DOUGAN'S HOLE

Themes. Isolation, paranoia, secrecy.

Continuing with Old Goat's plan, the characters head to Dougan's Hole, a small fishing village built along the banks of the Redwaters. There, a reclusive chwinga the goliaths call Lor (pronounced "Lore") the Timid lives among the standing stones known as the Twenty Stones of Thruun. After a not-so-warm welcome, the characters meet Kurl Seglir, a welcoming local who can introduce them to the chwinga.

STORY OBJECTIVE C

Gaining Lor the Timid's charm is **Story Objective C**.

AREA INFORMATION

The town has the following features:

Lighting. Dreary, dark-gray clouds hang overhead.

Sounds. The town is eerily quiet, save for the crunch of snow underfoot as the occasional fisher returns from the lake.

Buildings. Dougan's Hole consists of a cluster of squat, steeply sloped residences, including a modest fish house and the Lake Inn, a boardinghouse of questionable comfort.

Twenty Stones of Thruun. These mysterious granite slabs stand on a hill overlooking the town. The stones are arranged in an equilateral triangle with a single stone placed in the center.

WHO IS THRUUN?

The townsfolk maintain that the Twenty Stones of Thruun existed before the town's founder, Dougan Dubrace, arrived at his famous fishing spot on the frozen shore of Redwaters lake. Scholars from all over Faerûn make academic pilgrimages to study the black monoliths. Though no one knows for sure, researchers speculate that the Twenty Stones of Thruun are an ancient temple to a long-forgotten god—or the prison of a terrifying beast.

CREATURE INFORMATION

Less than one hundred people inhabit Dougan's Hole, most of whom are human **commoners** earning their daily bread from knucklebone trout fishing or scrimshaw carving. If encountered outside, residents appear as amorphous bundles of winter clothing shuffling through the snow.

A. WARM WELCOME

While Old Goat and Nararhak know how to earn the other two chwingas' favor, the Thuunlakalaga goliaths aren't sure how to cajole Lor the Timid into granting the characters its blessing. They suggest asking the locals for help, but that's easier said than done.

SPEAKING WITH THE LOCALS

The people of Dougan's Hole are as inhospitable as their icy village and don't like to be bothered. A character can attempt a DC 10 Charisma (Investigation) check to locate a resident, whether by knocking on doors, walking down to the pier, or visiting the Lake Inn. Most residents have tired of the Twenty Stones of Thruun and pay the enigmatic monument no attention. In fact, the ill-tempered locals don't talk about much of anything—except maybe knucklebone trout, but even that subject has its limits—and they're particularly feisty when responding to "tourists."

The Rude Remarks table contains a sampling of phrases the characters might hear when addressing a local:

RUDE REMARKS

d6	Remark
1	"Quit yer yappin'! Yer' gonna scare off the trout!"
2	"Good Mead's a few miles north of here. Why don't you head up there so you can mind your beeswax?"
3	"I'm busy! Go bother someone at the inn!"
4	None. The resident stares at the characters ominously and spits into the snow before walking off.
5	"Here's what I know about the Twenty Stones of Thruun: they're tall, there's twenty of them, and they have something to do with someone named Thruun. Now leave me alone!"
6	None. The local takes a huge, voracious bite out of a still-wriggling trout while glaring at the characters.

After the characters have been rebuked a couple of times, they meet Kurl Seglir (an **acolyte**), a local with no interest in fishing. Kurl invites the characters to his humble abode for a warm drink and hot bowl of fish stew.

KURL SEGLIR

Neutral good human acolyte

Kurl is a former priest of Amauntor from Bryn Shander. When he wasn't serving at the city's temple, Kurl moonlighted as a healer to sellswords and guards, scrimping and saving in hopes of sending his daughter Sylvia to a college far south of the unforgiving tundra. When giants attacked the city a few years ago, Kurl and Sylvia relocated to Dougan's Hole, where Kurl made a pact with Levistus after nearly drowning in the Redwaters.

What They Want. Kurl is a protector with a giving heart. He cares deeply for his daughter (who now attends college outside Icewind Dale) and has befriended Lor the Timid in her absence. Kurl wants to live vicariously through the joy of those he loves by ensuring no harm befalls them.

Twenty Stones, Twenty Years. After Sylvia left for school, Kurl tried his hand at knucklebone trout fishing. When his boat capsized and plunged him into the frigid lake, Kurl cried out to Aumantor, but it was the archdevil Levistus who answered. Kurl struck a deal with the Lord of the Sixth, exchanging his soul for twenty more years of life—long enough to see Sylvia graduate and find her place in the world. As he lives out his final years, Kurl spends his days carving scrimshaw, reading Sylvia's letters, and reflecting at the Twenty Stones of Thruun.

B. KURL'S HOUSE

Kurl lives in a small one-story house on the western side of town.

AREA INFORMATION

Kurl's residence has the following features:

Lighting. A single whale oil lamp rests on a worn kitchen table, providing dim light to the main room.

Walls and Ceilings. The walls are constructed from logs of varying sizes. They're mostly barren, save for a few small animal pelts and a dusty holy symbol of Aumantor. A central wooden support beam runs across the 8-foot-high ceiling in the main room.

Floors. Kurl masks the creaking wooden floors with a series of animal hides gifted to him by gracious adventurers in years past, including a fearsome rug made from a crag cat.

Sounds. A well-seasoned fish stew bubbles in a cauldron hanging above a low crackling fire. A sleeping dog snores in front of the small stone fireplace.

Letters. A stack of opened letters rests on a small table beside the front door. Each is addressed to "Dad" from Kurl's daughter, Sylvia.

CREATURE INFORMATION

Aside from Kurl and the characters, the only other creature at Kurl's house is a friendly old dog named Ginger. The fluffy, brown-haired **mastiff** greets visitors affectionately before continuing its nap.

A BREAK FROM THE COLD

Kurl takes off his coat and pours the characters a warm drink. Though many folks in Dougan's Hole bite their thumbs at their rivals in Good Mead, Kurl has always enjoyed the rich taste of honey wine. For those who don't drink, Kurl offers to brew a cup of steaming black tea.

As he prepares a hot meal for the characters, Kurl attempts to get to know them. Kurl asks the characters a couple of questions such as where they're from, why they took up adventuring, and what their favorite meals are.

Kurl answers what questions he can about the Twenty Stones of Thruun but deflects if asked about the chwinga. A successful DC 13 Wisdom (Insight) check reveals he's suspicious of the characters' intentions. The characters can assure Kurl of their good intentions with a successful DC 13 group Charisma (Persuasion) check, convincing Kurl to introduce them to Lor the Timid. Characters who make a successful DC 16 Intelligence (History or Nature) check know an unusual piece of trivia about the stones, impressing Kurl and granting them advantage on their Persuasion check.

Fish Stew. Given the town's small population, the residents of Dougan's Hole have been substituting humanoid sacrifices with aquatic ones. Each night, residents sacrifice a portion of their catch. As a result, Kurl's famous fish stew is little more than a tasty broth. When he delivers the food to the table, Kurl apologizes for the lack of meat, commenting, "Life is full of sacrifices."

C. TWENTY STONES OF THRUUN

If the characters succeeded on their group check, Kurl takes them to the Twenty Stones of Thruun after their meal. The standing stones rest on a snowy hill on the western edge of Dougan's Hole.

AREA INFORMATION

Twenty granite megaliths form an equilateral triangle, one of which is located directly in the center of the arrangement. The stones are over 10 feet tall and spaced equidistant from one another.

CREATURE INFORMATION

The tiny **chwinga** Old Goat called Lor the Timid hides amongst the standing stones, invisible to the characters. Lor has a vaguely wolflike mask with eight pairs of dots running along its snout.

Kurl coaxes the chwinga from hiding by drawing a picture of one of the stones on a sheet of parchment and leaving it on the ground near the central stone. When the chwinga appears, it runs to Kurl and hugs his leg. Then, the chwinga scuttles up the central standing stone and lets out a meek, melodic howl, bestowing the **Charm of Lor the Timid** story award upon the characters.

If Kurl isn't present, Lor the Timid remains hidden inside one of the standing stones, studying the characters. At the DM's discretion, a character proficient with calligrapher's supplies or painter's supplies may still be able to coax the chwinga from the stone without Kurl's help, assuming they know how to.



STORY AWARD: CHARM OF LOR THE TIMID

The characters earn this story award if they persuade Lor the Timid to lend their aid.

FROSTBITE

Estimated Duration: 60 minutes

ICEWIND DALE

Themes. Fear, isolation.

As the characters return to Wyrmdoom Crag, they're caught in a blizzard, masking the heavy tread of Frostclaw, the Hunter. Emboldened and stronger than ever before, the snowy owlbear ambushes the characters from the cover of the storm. Refer to the **Chasm map** in **appendix A**.

STORY OBJECTIVE D

Defeating Frostclaw is **Story Objective D**.

AREA INFORMATION

The area has the following features:

Blizzard. A raging blizzard reduces visibility to 30 feet and ranged attacks are made with disadvantage.

Chasm. The chasm is 20 feet wide and 20 feet deep. Two corpses lie at the bottom, empty flasks frozen to their stiff hands.

Bridge. A partially ruined stone bridge spans the chasm. Spear-sized icicles hang from its crumbling underside.

CREATURE INFORMATION

Frostclaw, the Hunter stalks the mountain around Wyrmdoom Crag, using her heightened senses to ambush goliaths who leave the safety of the caves. Frostclaw has been tracking the characters since they first left Wyrmdoom Crag and intends to make them her next victims.

FROSTCLAW

Chaotic evil awakened owlbear

Frostclaw was the first creature Feral-Tongue awakened following his discovery of the chardalyn staff. Frostclaw is a murderous creature whose lust for blood is made more terrifying by her intellect. She resembles other snowy owlbeats, but her beak and claws have been transformed into chardalyn—a manifestation of the evil magic in Feral-Tongue's staff. Crystals of frozen blood cling to her fur and feathers—tinkling and chiming eerily as she moves.

What They Want. Frostclaw lives to drive terror into the hearts of her prey; their screams are almost as sweet to her as their meat.

Thrill of the Hunt. Her skill at hunting is matched by her thirst for instilling terror in her victims.

A menacing snowy owlbear with a chardalyn beak and claws blocks the path ahead. She stands on her hind legs—easily measuring over 10 feet tall—and roars over the howling winds, hot breath emanating from her fearsome beak in a cloud of winter fog. Frostclaw growls menacingly.

If the characters gained all three chwingas' blessings, when they reach the bridge, read or paraphrase the following text:

If the characters **didn't** gain all three chwingas' blessings, Frostclaw has murdered the chwingas the characters missed for sport. Read or paraphrase the following text too:

Watching you, she places a tiny, masked statuette in her beak and crushes it with relish.

Characters proficient in Giant understand Frostclaw's growls: "Nowhere left to run, your flesh is mine." Adding, "Just like your little *chwinga*," if the characters failed to impress one or more of the chwingas.

One **chwinga** is present for each blessing the characters gained during parts 1–3, remaining out of sight while lending their aid. Each chwinga's identity matches the story award the characters earned. For example, if characters received the **Charm of Singing Gir** story award, Singing Gir hides in the snow, watching the battle.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Frostclaw uses the **brown bear** stat block modified by the "Frostclaw, the Hunter" adjustments (listed below the stat block in Creature Statistics).
- **Weak:** Frostclaw only has 59 hit points, and her Icy Breath legendary action deals 4 (1d8) cold damage and 4 (1d8) slashing damage.
- **Strong:** Frostclaw has 100 hit points and deals an extra 3 (1d6) cold damage with her weapon attacks.
- **Very Strong:** Frostclaw has 127 hit points, and her Icy Breath legendary action deals 13 (3d8) cold and 13 (3d8) slashing damage.

WRAP-UP: YEAH, YOU BETTER RUN!

When Frostclaw is reduced to 0 hit points (or if the characters are in truly dire shape), whichever chwingas pledged to aid the characters join the fray, attacking the corrupted owlbear with tiny bows and spears. Their incessant, furious attacks send Frostclaw reeling into the driving snow—her roars of pain and anger carried away on the whipping wind. The chwingas celebrate with a series of joyous war cries. If the characters pursue the owlbear, they risk cold damage and gaining levels of exhaustion from the storm—all while coming up empty-handed.

The characters arrive back at Wyrmdoom Crag just in time to hear the end of a heated argument between Kaskur and Old Goat. Kaskur pushes past the characters as he stomps away from the chieftain's quarters, mumbling under his breath. Old Goat is thankful for the characters' return—especially if they were successful.

TREASURE

If the characters successfully obtain all three charms, Old Goat gifts them with a *robe of useful items* made from tanned goat hide and a handful of valuable baubles.

REWARDS

At the **end of the session**, everyone receives rewards based upon their accomplishments.

PLAYER REWARDS

The players earn the following rewards:

ADVANCEMENT

A character participating in this adventure gains one level.

OPTIONAL: DECLINING ADVANCEMENT

Each player can decline advancement if they so choose; this has its benefits. It's possible for a character to advance beyond an adventure's level range, meaning they'd be unable to play an adventure as planned. Similarly, advancing too quickly means a character won't earn as much gold as their peers.

Conversely, remind them the amount of gold their characters can earn per level is limited; characters declining advancement might reach a point where they no longer earn gold.

GOLD

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

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

MAGIC ITEMS

If found during the adventure, the characters can keep the following magic items, described in **appendix B**:

- *Potion of resistance (cold)*
- *Robe of useful items*

STORY AWARDS

The characters may earn one or more of the following story awards, described in **appendix B**:

- **Charm of Lor the Timid**
- **Charm of Sappa Ever-Watching**
- **Charm of Singing Gir**

DUNGEON MASTER REWARDS

For running this adventure, you earn a DM Reward. See the *Adventurers League Dungeon Master's Guide* for more information.

DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure:

BJORN SNOWSLAYER (BEE-YORN)

Until a few days ago, Bjorn was a brave warrior in Good Mead's militia, when an encounter with a verbeeg left him physically and mentally scarred. Bjorn is shaken by the death of Speaker Rielsbarrow and the town's uncertain position, but he'd rather drink himself to death than admit he's afraid.

What They Want. Speaker Rielsbarrow was like a father to Bjorn, and carousing in the mead hall dulls the pain. Bjorn hasn't thought about what he'll do after the storm subsides. The only thing on his mind is the next drink.

Broken Warrior. Bjorn's encounter with the verbeeg left him in a state of self-doubt. The warrior's anxiety manifests as raucous merrymaking and bullying.

KASKUR (KASS-KERR) SPEARSONG THUUNLAKALAGA

This headstrong and impetuous goliath leads the clan's hunters. He's grown angry and frustrated at the lack of game in the area, and he resents Old Goat's "poor leadership" for a lack of solutions. He wields a longbow taller than most humans and claims he once felled an elk from a half mile away. He wears little in the way of clothing, even in the driving wind—a feat that's earned him the respect of his fellow hunters.

What They Want. Kaskur has grown tired of Old Goat's personal fears preventing an alliance with the goliaths of Skytower Shelter. He views her as weak and her ideas as outdated, especially when Kugan Windwhisper (Feral-Tongue)—who Kaskur views as being even weaker than Old Goat—is involved. He wants to usurp control of the clan for himself.

Words Are Wasted Wind. Kaskur doesn't have a negotiator's tongue; he's terse and speaks his mind without hesitation. Despite this, he's experienced and knows the area better than any of his peers.

KURL SEGLIR (CURL SAYG-LEER)

Kurl is a former priest of Amauntor from Bryn Shander. When he wasn't serving at the city's temple, Kurl moonlighted as a healer to sellswords and guards, scrimping and saving in hopes of sending his daughter to a college far south of the unforgiving tundra. When giants attacked the city a few years ago, Kurl and Sylvia relocated to Dougan's Hole, where Kurl made a pact with Levistus when he nearly drowning in the Redwaters.

What They Want. Kurl is a protector with a giving heart. He cares deeply for his daughter (who now attends college outside Icewind Dale) and has befriended Lor the Timid in her absence. Kurl wants to live vicariously through the joy of those he loves by ensuring no harm befalls them.

Twenty Stones, Twenty Years. After Sylvia left for school, Kurl tried his hand at knucklebone trout fishing. When his boat capsized and plunged him into the frigid lake, Kurl cried out to Aumantor, but it was the archdevil Levistus who answered. Kurl struck a deal with the Lord of the Sixth, exchanging his soul for twenty more years of life—long enough to see Sylvia graduate and find her place in the world. As he lives out his final years, Kurl spends his days carving scrimshaw, reading Sylvia's letters, and reflecting at the Twenty Stones of Thruun.

OGOLAI (OH-GOH-LIE) ORCSPLITTER "OLD GOAT" THUUNLAKALAGA

The chieftain of the Thuunlakalaga goliaths is an elderly goliath with a heavily scarred face. She dresses plainly in goat hide clothing and carries an immense greataxe fashioned from white dragon bone. She has a crippling fear of griffons stemming from a childhood trauma that's created tensions between her clan and the Akannathi goliaths of Skytower Shelter (see *Icewind Dale: Rime of the Frostmaiden*).

What They Want. Old Goat's priority is the safety and prosperity of her clan—especially in these unusual and trying times. She's quick to stymie dissent, particularly from Kaskur Spearsong. She fears his disagreements will turn violent but does everything within her power to delay this apparent inevitability for as long as possible.

Done It, Seen It; but the End Is Nigh. Old Goat has been around a long time and seen many things. This experience lends her a tremendous amount of wisdom to draw on when making decisions. However, she's getting old and refuses to surrender the yoke of leadership until a worthy (equally wise) replacement is found. If it weren't for his sharp tongue, Old Goat would've offered Kaskur the mantle of leadership years ago. However, she fears what the clan would become under his leadership.

THOMKINS

Thomkins was promised "unfathomable riches" by Bumheim Seaglade, but when his employer slipped and impaled himself on his own ice pick, Thomkins realized he'd never see a single gold piece. Thomkins dragged Bumheim to a nearby cave for medical attention, but by then Bumheim had already bled out. That was five days ago. With supplies depleted, Thomkins did the unthinkable to survive—and developed a taste for Waterdhavian finger food.

What They Want. Thomkins is too far gone. If the characters bring Thomkins with them, he secretly plots to make them his next meal. If confronted about his cannibalism, he denies it. If at any point Thomkins feels cornered, he tries to bite one of the characters and flees deeper into the maze.

Got Your Goat. In addition to his recent taste for human flesh, Thomkins has also developed an unhealthy obsession with a scrimshaw mountain goat he calls Franklin. He often says what he's thinking aloud to the goat.

CREATURE STATISTICS

The following creatures appear in this adventure:

BABOON

Small beast, unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	11 (+0)	4 (–3)	12 (+1)	6 (–2)

Senses passive Perception 11
Languages —
Challenge 0 (10 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) piercing damage.

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (–1)	11 (+0)	9 (–1)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

BROWN BEAR

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (–4)	13 (+1)	7 (–2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

FROSTCLAW, THE HUNTER

Apply the following adjustments to the **brown bear** stat block when your party is **Very Weak**:

Armor Class 13 (natural armor)
Intelligence 10 (+0)
Languages Giant

Legendary Resistance (3/Day). If Frostclaw fails a saving throw, she can choose to succeed instead.

Legendary Actions. Frostclaw can take 3 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. Frostclaw regains spent legendary actions at the start of her turn.

Attack. Frostclaw makes one claws attack.

Fearsome Roar (Costs 2 Actions). Frostclaw roars loudly. Any creature within 30 feet that can see and hear Frostclaw must succeed on a DC 13 Wisdom saving throw or be frightened of Frostclaw until the end of their next turn.

Icy Breath (Costs 3 Actions). Frostclaw exhales a blast of frigid air in a 30-foot cone. Each creature in the area must make a DC 13 Constitution saving throw, taking 4 (1d8) cold damage on a failed save, or half as much damage on a successful one.

CHWINGA

Tiny elemental, neutral

Armor Class 15

Hit Points 5 (2d4)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	20 (+5)	10 (+0)	14 (+2)	16 (+3)	16 (+3)

Skills Acrobatics +7, Perception +7, Stealth +7

Senses blindsight 60 ft., passive Perception 17

Languages —

Challenge 0 (0 XP)

Evasion. When the chwinga is subjected to an effect that allows it to make a Dexterity saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting. The chwinga's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or verbal components:

At will: *druidcraft*, *guidance*, *pass without trace*, *resistance*

Unusual Nature. The chwinga doesn't require air, food, or drink. When it dies, it turns into a handful of flower petals, a cloud of pollen, a stone statuette resembling its former self, a tiny sphere of smooth stone, or a puddle of fresh water (your choice).

ACTIONS

Magical Gift (1/Day). The chwinga targets a humanoid it can see within 5 feet of it. The target gains a supernatural charm of the DM's choice. See the *Dungeon Master's Guide* for information on supernatural charms.

Natural Shelter. The chwinga magically takes shelter inside a rock, a living plant, or a natural source of fresh water in its space. The chwinga can't be targeted by any attack, spell, or other effect while inside this shelter, and the shelter doesn't impair the chwinga's blindsight. The chwinga can use its action to emerge from a shelter. If its shelter is destroyed the chwinga is forced out and appears in the shelter's space but is otherwise unharmed.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

CONSTRUCTOR SNAKE

Large beast, unaligned

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (–5)	10 (+0)	3 (–4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

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

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

FROSTCLAW

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	10 (+0)	12 (+1)	7 (–2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 5 (1,800 XP)

Keen Sight and Smell. Frostclaw has advantage on Wisdom (Perception) checks that rely on sight or smell.

Legendary Resistance (3/Day). If Frostclaw fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. Frostclaw makes two attacks: one with her beak and one with her claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

LEGENDARY ACTIONS

Frostclaw can take 3 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. Frostclaw regains spent legendary actions at the start of her turn.

Attack. Frostclaw makes one claws attack.

Fearsome Roar (Costs 2 Actions). Frostclaw roars loudly. Any creature within 30 feet that can see and hear Frostclaw must succeed on a DC 13 Wisdom saving throw or be frightened of Frostclaw until the end of their next turn.

Icy Breath (Costs 3 Actions). Frostclaw exhales a blast of frigid air in a 30-foot cone. Each creature in the area must make a DC 13 Constitution saving throw, taking 9 (2d8) cold damage and 9 (2d8) slashing damage on a failed save, or half as much damage on a successful one.

GIANT CONSTRICTOR SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (–5)	10 (+0)	3 (–4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

GOLIATH WARRIOR

Medium humanoid (goliath), any alignment

Armor Class 12 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

Skills Athletics +6, Perception +4, Survival +4

Damage Resistances cold

Senses passive Perception 14

Languages Common, Giant

Challenge 3 (700 XP)

Mountain Born. The goliath is acclimated to high altitude, including elevations above 20,000 feet.

Powerful Build. The goliath counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

ACTIONS

Multiattack. The goliath makes two attacks with its greataxe or hurls two javelins.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Stone's Endurance (Recharges after a Short or Long Rest). When the goliath takes damage, it reduces the damage taken by 9 (1d12 + 3).

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

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

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

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

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SWARM OF INSECTS (WASPS)

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 5 ft., fly 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

WALRUS

Large beast, unaligned

Armor Class 9

Hit Points 22 (3d10 + 6)

Speed 20 ft., swim 40 ft.

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

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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

ACTIONS

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

HANDOUT 1: THE STORY SO FAR

Here's a quick recap of events you should know for this adventure:

- You're in Icewind Dale, a frigid tundra north of the Spine of the World.
- Feral-Tongue, a member of Wyrmdoom Crag's Thuunlakalaga goliath clan, recently went missing. Unbeknownst to the clan, Feral-Tongue has been corrupted by an ancient staff composed of chardalyn.
- Using the staff, Feral-Tongue has corrupted beasts around Wyrmdoom Crag, infusing them with chardalyn. The first beast was a snowy owlbear—Frostclaw, the Hunter. Frostclaw has claimed several lives, most recently that of Rikuur Hideminder Thuunlakalaga, the clan's beloved shepherd.
- With their security threatened and resources scarce, pressure rises for the Thuunlakalaga chieftain, Old Goat, to deliver the goliaths of Wyrmdoom Crag from Feral-Tongue's icy grasp.

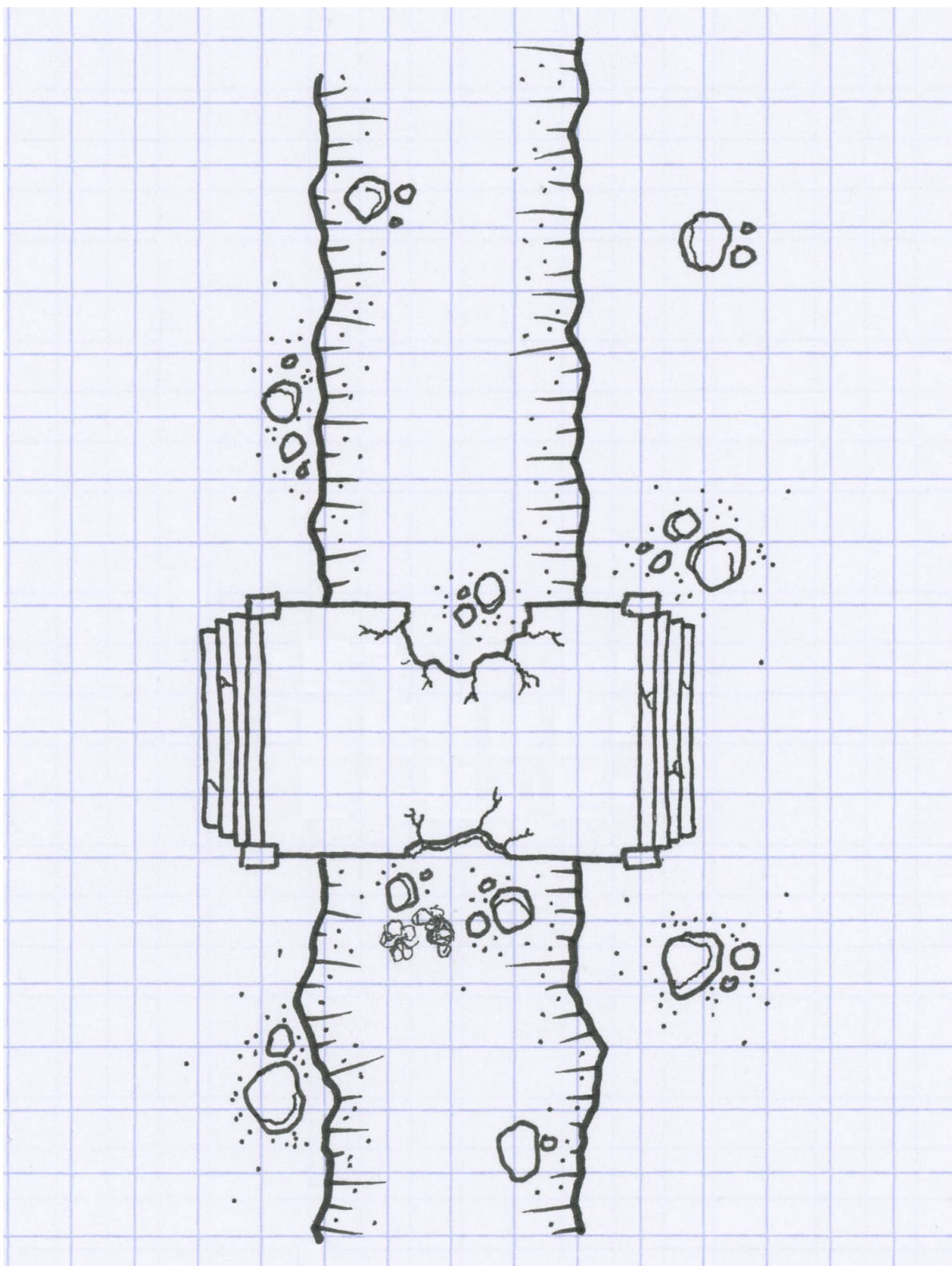
HANDOUT 2: DRINKING SONG

This morbid drinking song is a favorite in the town of Good Mead:

“DIG IT UP, DODDIE”

*In a tavern out in Ten-Towns,
A foolish fisher sat with glee.
They'd set about to catch some trout
With their loyal dog, Doddie.
Now, Doddie had some big paws.
The mutt was born to track and dig.
But Doddie worried for the fisher
As they took another swig.
Dig it up, dig it up, dig it up, Doddie!
I hear the fishing's great.
Dig it up, dig it up, dig it up, Doddie!
Before it gets too late.
When the fisher left the tavern,
They dropped their tackle in the snow.
Well, they'd had too much that evening
And they needed Doddie's nose.
Dig it up, dig it up, dig it up, Doddie!
The fishing will not last.
Dig it up, dig it up, dig it up, Doddie!
Before the time has passed.
Well, a blizzard came a-blowing,
And the fisher paid their price.
As they hurried off the frozen lake,
They fell into the ice.
Dig 'em up, dig 'em up, dig 'em up, Doddie!
I fear they've met their fate.
Dig 'em up, dig 'em up, dig 'em up, Doddie!
Before it is too late.*

APPENDIX A: CHASM MAP



APPENDIX B:

CHARACTER REWARDS

The characters may earn the following rewards in this adventure:

MAGIC ITEMS

POTION OF RESISTANCE (COLD)

Potion, uncommon

A shimmering blue liquid sloshes within this crystalline flask.

When you drink this potion, you gain resistance to cold damage for 1 hour.

ROBE OF USEFUL ITEMS

Wondrous item, uncommon

This robe is made of expertly tanned mountain goat hide. The items depicted in its patches are of spartan design, but exceedingly high quality. The wearer suffers no harm in temperatures as cold as −20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.

This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment.

The robe has two of each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Steel mirror
- 10-foot pole
- Hempen rope (50 feet, coiled)
- Sack

In addition, the robe has **seven** other patches. The DM chooses the patches or determines them randomly.

d100	Patch
01–08	Bag of 100 gp
09–15	Silver coffer (1 foot long, 6 inches wide and deep) worth 500 gp
16–22	Iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching, and hinging itself
23–30	10 gems worth 100 gp each
31–44	Wooden ladder (24 feet long)
45–51	A riding horse with saddle bags
52–59	Pit (a cube 10 feet on a side), which you can place on the ground within 10 feet of you
60–68	4 <i>potions of healing</i>
69–75	Rowboat (12 feet long)
76–83	<i>Spell scroll</i> containing one spell of 1st to 3rd level
84–90	2 mastiffs
91–96	Window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach
97–00	Portable ram

STORY AWARDS

STORY AWARD: CHARM OF LOR THE TIMID

The characters earn this story award if they persuade Lor the Timid to aid them.

STORY AWARD: CHARM OF SAPPA EVER-WATCHING

The characters earn this story award if they persuade Sappa Ever-Watching to aid them.

STORY AWARD: CHARM OF SINGING GIR

The characters earn this story award if they persuade Singing Gir to aid them.

APPENDIX C:

DUNGEON MASTER TIPS

To DM an adventure, you must have 3 to 7 players—each with their own character within the adventure's level range (see Adventure Primer). Characters playing in a hardcover adventure may continue to play too, but if they play a different hardcover adventure, they can't return to the first if they level beyond its level range.

NEW TO D&D ADVENTURERS LEAGUE?

https://dnd.wizards.com/ddal_general

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure 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 can't, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the *D&D Adventurers League Players Guide* for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

NEW PLAYERS? NO PROBLEM!

With starter adventures like this one it's possible you may have players new to D&D, or just new to fifth edition. It's up to you as the DM to ensure they a) have fun with the game and b) learn the basics of how to play. At this level, having fun is more important than learning every rule exactly right. Be gentle with new players who make mistakes.

Make sure to keep your players smiling and rolling dice. Be positive and enthusiastic when describing the action, and you'll notice they quickly follow suit.

If you're a new DM, then welcome—and thank you! New DMs are the lifeblood of the D&D community. This adventure includes sidebars like this one that explain of some rules used as the adventure progresses!

ADJUSTING THIS ADVENTURE

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

DETERMINING PARTY STRENGTH

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

SAFETY TOOLS

Safety tools ensure that players aren't pushed beyond their comfort levels. They let your players know you want them to have a positive experience.

A broad range of safety tools are available for you and your players online, but for more information reach out to your Event Organizer or to community@dndadventurersleague.org