



JARL RISING

The frost giants of the Ice Mountains have long held to the belief that a great Jarl will one day step forward to unite the families as *Konung* (king). With the Ordning shattered, Jarl Ryndölg believes that if he can locate Hartkiller's Horn, a legendary artifact among giant-kind, he could be the one. He may very well have found what he is looking for. A great clarion call has echoed across the Hartsvale for two days, and the giants are all marching north, has Ryndölg done just that?

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



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INTRODUCTION

Welcome to *Jarl Rising*, an official D&D Adventurers League™ adventure, part of the Storm King's Thunder™ storyline season.

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

This adventure occurs exclusively in the Ice Spire Mountains—a cold, dangerous range of mountains that surround Hartsvale. Soon after arriving, however, their journey takes them into the cold heart of mountains themselves.

THE D&D ADVENTURERS LEAGUE

The D&D Adventurers League™ is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

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

www.dndadventurersleague.org

PREPARING THE ADVENTURE

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

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.

- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

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

ADJUSTING THE ADVENTURE

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the

adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 10th-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

DETERMINING PARTY STRENGTH

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

RUNNING THE ADVENTURE

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

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

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

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in

improvisation, so long as you maintain the original spirit of what's written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

SPELLCASTING SERVICES

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

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

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection</i> *	3,000 gp
<i>True Resurrection</i> *	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

ACOLYTE BACKGROUND

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

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

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

DEATH AND RECOVERY

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

DEATH

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

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

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

spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

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

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Across Hartsvale and the Ice Spire mountains, a great clarion call has echoed for two days. Rumors suggest that the giants are marching north to the Bleak Plains and home of Ryndölg, Jarl of the Frost Giants. SEER calls upon adventurers to confirm whether or not the rumors are true.

ICE SPIRES NORTH

The Spires are old, even for mountains. They are dangerous, craggy peaks; quick to change weather and quicker to take a life. In the center is Hartsvale. The Northern Ice Spires abut the Black plains and the Great Glacier. Because of this, great winds buffeting the ancient peaks drive the temperature low enough to freeze flesh solid.

FROST GIANTS OF THE BLACK PLAINS

Like moss seeks the shade of a tree's northward face, so too do the frost giants find refuge on the slopes and glaciers of the north. Nomadic creatures of ice and snow, the frost giants are now settling in as winter tightens its grip on the region. As is typical for frost giants at the end of the raiding season, they return to their annual camping grounds to drink, game and revel the winter away. However, this year is different.

JARL RYNDÖLG AND HARTKILLER'S HORN

Hartkiller's Horn is a relic that belonged to Hartkiller, son of Annam, hero and namesake of the

valley. For months, a powerful Runecaster Jarl Ryndölg has been sending his Ice Runners in search for Hartkiller's Horn and has finally recovered it.

Two days ago, Jarl Ryndölg pressed his lips to the fabled horn and was immediately disappointed in the lack of sound. Since then, however, his mood has brightened dramatically as a sudden migration of giantkind as has been witnessed by the residents of Hartsvale.

It has become immediately apparent to Good King Hartwick that these are not raiding parties or a casual stroll; seemingly compelled by an unseen force, all of Hartsvale's giants are being called north to the far reaches of the Ice Spire Mountains. All attempts to communicate with them have been met with scowls and hostility.

ADVENTURE OVERVIEW

This adventure consists of three Parts, as follows:

Part 1. The adventure begins with the characters having already arrived in Stagwick (whether sent by their faction or by their own, individual search for adventure and wealth) and have been briefed before preparing for an important journey to the north

Part 2. From Stagwick, the players discover their guide has been killed and must make their way through the deadly cold fingers of the Ice Spires alone—either by skill or luck.

Part 3. Once at Ise Festing, the group discovers it's been inhabited by a troupe of Shatterblood Ogres whom they must defeat to gain access to the redoubt's observation deck.

ICE SPIRE OGRES

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

ADVENTURE HOOK

In response to the numerous reports of increased frost giant raids, Jarl Ryndölg's search for Hartkiller's Horn and—more recently—the suspicious giant migrations, the factions have sent their agents to Stagwick in order to ascertain this new threat of a giant-sized incursion into Hartsvale. The characters are instructed by SEER—a powerful diviner and member of the Lords' Alliance—to make their way through the Ice Spires, in order to confirm if the Jarl has found what he seeks.

The following adventure hooks can be used to further draw the characters into the story:

Money Talks. Honest pay for honest (or not so honest) work is offered by Good King Hartwick of Hartsvale to those willing to confront the dangers of the Ice Spire Mountains.

A Giant Challenge. Dealing with giants is always a large task, but Frost Giants are some of the most dangerous. Some folk seek out the tallest challenges.

Secret Mission: Harpers. Any members of the Harpers that are rank 2 (Harpshadow) or higher are given a secret mission. They are instructed to seek out the source of the mysterious and disturbing events that have been reported to the north. A fearful sound like a bell ringing. Smells of sulphur and a frightful glow.

If the source be of a threat to Hartsvale, the agent should take any means necessary to render it harmless, natural or unnatural.

PART 1. AN OUNCE OF PREVENTION...

*I pour mead to the All-Father for
Hrjurnur, son of Hjurgen,
leveler of Ranauroch,
son of Ottar,
Jarl of the northern wind-teeth,
son of grand Annam,
All Seeing, All Knowing, All Quelling,
All Father -
Fireheart,
Mighty reaver of the wyrm's core,
He who howled at the sun,
He of the quenched heart,
He who drowned in the river of swords...*

*--Opening Stanza of the Saga of the
Dragon Queller ("Sal Hotun
Wyrmever"), as interpreted by
Learned Rundigast, Sage of
Waterdeep*

STAGWICK

Estimated Duration: 25 minutes
SEER, acting on behalf of the other factions has tasked the players with navigating their way to an ancient redoubt called Ise Festing, where its told King Camden's Frontier Scouts once kept an observation post.

They are to meet SEER and a contact in town named Uli for directions to a rendezvous with an old firbolg Frontier Scout by the name of Blót.

Stagwick lay on the eastern banks of the icy Clear Whirl River, which cuts through a combination of frozen plains, conifer forests and low, rolling hills. To the west, the opposing drawbridges of the castle serve as the major trade hub for the region with almost all of the goods for Hartsvale passing through its gates.

GENERAL FEATURES

Stagwick has the following general features:

Terrain. Muddy, slushy ground and grassy hills covered in wildflowers. Hartsvale is in the final days of the 30-day stretch called summer. Where the snow melts and life bursts forth in a hurry.

Weather. Sunny with a distinct biting chill when the wind blows. A quick look at the mountains surrounding the valley show fat clouds and a fresh dusting of snow. More snow is coming.

Light. The day is well lit.

Smells and Sounds. Mud, burning wood and the smell of fresh slaughter from the final frenzy of hunters preparing their larders for winter.

The Inhabitants. Hartsvale is only a few generations removed from its Barbarian roots. Until Hartkiller arrived, the humans of the vale were a collection of loosely associated tribes living at the mercy of the surrounding giants. Today's Hartsvale is a bustling trade center for, lumber, fish and jumping off point for the most popular past time, hunting.

Read or paraphrase:

The bustle of a town preparing for winter surrounds you: animals to the slaughter, hides tanning, and a lively trade borough filled with winter equipment. A lively circle of skalds is trading stories.

THE PEOPLE OF HARTSVALE

The inhabitants of Stagwick and Hartsvale are an amalgamation of humans and giantkin. Their clothing is multifaceted; a strange mixture of southern cloth, thick animal skin, and a penchant for horned headwear. Culturally, they are sitting on the cusp of nomadic tribes and what southern folks would call "civilized". However, this doesn't do justice to their unique situation; Hartsvale has managed a cultural "buffet" that honors their past while, embracing the future.

Like the hunt, trading stories is a hold over to their barbarian roots and is customary for individuals meeting for the first time to exchange stories about their ancestors. If the player approaches the skalds or townsfolk, they'll be given a brief excerpt of their ancestors' glory, with the expectation that the adventurer will return the gesture in kind.

- "My father, Algon, slew a bear when he was but three. Saved all of us from certain death."
- "My greatfather was in the ranks when Hartkiller made waste to the giant's hordes let me tell you..."
- "Three? My poppa would have dreamed of a bear in one on one combat, let me tell you about the ogre he killed when he was but 6 years old..."
- "Let me spin you the tale of my grandfather Wade, who dug his way out of an avalanche with a knife made of naught but his own excrement..."
- "He brought home that elk for us, through a blinding storm. How he found his way, he wouldn't tell, but his eyes went distant whenever he was asked of it."
- "My uncles and father, brave to the last, kept that giant raiding party at bay..."

If asked for information, the residents and skalds know the following:

- Two days ago, hunter started telling tale of giants in groups or individuals heading north.
- All kinds of giants have been seen: hill giants from the west, stone giants from the east and even fire giants from the south.
- Winter is about the retake the vale, better bundle up.
- While relationships with giantkind are often strained, over the years a kind of understanding has been made for trade reasons.
- Ogres have been seen ambushing lone giants as they make their way north.
- When giants have been confronted about their strange migration, they've been coy, hostile and aloof.
- People always feared the giants, but this new behavior is unsettling.
- Three years old is too young to kill a bear.

THE WEARY GIANT

A comfortable inn for adventurers of all sizes, SEER is currently working out of one of the guestrooms.

SEER is located in a guestroom of the Weary Giant, where she and the firbolg Uli can provide directions to where Blót (bl-OAT) is waiting, advice about winter survival (see Survival in the Spires, in part 2) and acts as a contact for the Harpers.

SEER greets the party and remembers those characters she's had contact with before. Uli greets the characters in a baritone call:

"Hail dere!" the antlered bulk of a firbolg greets you with stone grey eyes, "I'm Uli, son of Valen, who tracked and felled the beast who donned these mighty antlers a'fore I did."

SEER and Uli know the following:

- They are to meet Blót at the trailhead, travel through the Ice Spires by way of a disused and faintly-remembered hunting path. Once there, use this outlook to confirm if Jarl Ryndölg has Hartkiller's horn and whether the giants of the Ice Spires indeed amass under his banner.
- SEER fears that if this is Hartkiller's Horn working on behalf of Jarl Ryndölg, that Hartsvale has precious little time to prepare.
- However, tipping our hand now would force a confrontation; discretion and stealth are vital.
- Uli, who's been observing his entire life *"ain't never seen nothin' like this."*

- Uli reports that King Camden, who has had good relations with the hill and stone giants in the past, has found his contacts silent.
- Uli has served with Blót together for decades and finds him to be trustworthy and honorable.
- Blót sent word that he pieced together the path to Ise Festing over months of interviews with elders and scouring what little written records they had from the time. *"Quite an accomplishment, ya?"*
- Uli's never been to Ise Festing, but he knows it's up there. *"Too many stories, you know?"*
- *"Tis right cold up 'der."*

The players can prepare as little or as much as they seem appropriate, any characters who think to consider the cold weather automatically realize the potential importance for cold weather clothing.

If asked, SEER provides the party with three *potions of superior healing*.

ROLEPLAYING SEER

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

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

ROLEPLAYING ULI, THE OLD FRONTIER SCOUT

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

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

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

THE TRADING BOROUGH

The Borough offers clothing and equipment appropriate for winter wilderness if players choose to buy them. The Ice Spires are extremely dangerous (see Survival in the Spires, in chapter 2) especially during the changing of the seasons.

OPTIONAL EQUIPMENT

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

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

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

DEVELOPMENT

Uli provides flawless directions to the trailhead where they are to meet Blót. Proceed to Part 2.

PART 2. AMONG THE ICE SPIRES

Estimated Duration: 2 hours

The characters find the trailhead without issue, but all is not well.

GENERAL FEATURES

The Ice Spires have the following general features:

Terrain. Pristine, freshly fallen snow with areas trampled by the melee. Large conifers, dusted in white, dominate the scene.

Weather. A day’s hike from the valley, the temperature is noticeably colder now. The clouds that were a distant threat are now imminent. The sky is cloudy as the adventurers push through the Ice Spires, and snow falls constantly in varying degrees of intensity. The persistent snow in the Ice Spires varies from gentle snowfall to mild flurry to whipping gale. Much of the rocky ground underfoot is covered in layers of snow, ice, or a combination of the two.

Characters traveling through the Ice Spires are in danger of succumbing to exposure. After every two hours of travel through the mountains, each character must succeed on a DC 13 Constitution saving throw or gain a level of exhaustion. Characters wearing cold weather clothing or who are resistant to cold damage make this save with advantage. Characters immune to cold damage automatically succeed on this saving throw.

See “Weather and Terrain” below for guidance on how this may affect the party’s travels.

Light and Visibility. The sky is cloudy as the adventurers push through the Ice Spires, and snow falls constantly in varying degrees of intensity. By 6 bells, the mountain range is completely dark and devoid of natural light. During well-lit portions of the day, Needle Peak is always visible above the surrounding mountains and makes a reliable landmark.

Smells and Sounds. The crisp air of fresh snowfall, howling wind picking up and subsiding, baying wolves off in the distance, skittering creatures disappearing into the rocks.

Travel Pace. Blót’s camp is five miles from Stagwick, and Ise Festing a further twenty miles from there. The first five miles are gentle, rolling (albeit icy) plains and hills and takes about an hour to traverse—nothing particularly challenging. The rest of the twenty-mile journey takes place in treacherous, icy, mountainous trails (difficult terrain). This makes traveling at full speed impossible.

Due to the environmental conditions in the Ice Spires, travel speed is cut in half (see Chapter 8 in the Players Handbook under Travel Pace, pages 181-182). Follow the guidelines below and keep track of how much time it takes for the adventurers to reach the Birthright Stones.

ICE SPIRE TRAVEL PACE

Pace	Distance/hr.	Effect
Fast	2 mi.	-5 to Wisdom (Perception) scores
Normal	1.5 mi	-
Slow	1 mi.	Able to use stealth

Weather Conditions. For each encounter that the adventurers face (see Parts 2 and 2), roll a d4 and determine the weather:

ICE SPIRE ENCOUNTER WEATHER CONDITIONS

1d4	Weather	Effect
1	Light snowfall	-
2	Heavy Snowfall	Disadvantage on all Wisdom (Perception) checks that rely on sight, area is lightly obscured
3	Strong winds	Disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing
4	Gusty snowfall	Disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on sight or hearing, area is lightly obscured

FLIGHT IN THE ICE SPIRES

Weather in the Ice Spires is unpredictable and oftentimes wild, making flight (natural or magical) in the mountains tiring and dangerous. Thick layers of snow clouds make it difficult to see into the mountain range from distances above.

Even with flight, adventurers can’t exceed the fast-paced travel speed of 2 miles per hour. Additionally, for each hour that a flying creature travels through the Ice Spires, that creature must succeed on a Constitution saving throw or gain one level of exhaustion due to the whipping winds and icy air. The difficulty of the saving throw is equal to that experienced on the ground plus 3.

ENCOUNTER 1. A BLÓT IN THE SNOW

Read or paraphrase the following:

You see bright red blood blazing as a macabre punctuation in the freshly fallen snow. A few more steps reveal the scene: beneath a massive cedar, a campsite, a smoking campfire, and four large creatures with pale purple skin and dirty grey hair standing over it.

Not having a warm meal for weeks, Blót decided today was the day he'd cook up that smoked elk belly. That is when he was ambushed by four **ice spire ogres**.

With Blót dead, the ogres are still here, picking and squabbling over his still-hot breakfast under the shelter of a giant cedar. Unless the characters approach stealthily, the ogres see them and attack.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak and Weak Party:** Remove an **ice spire ogre**
- **Strong Party:** Add two **ice spire ogres**
- **Very Strong Party:** Replace **ice spire ogres** with **hill giants**

TREASURE

Upon destroying the ogres, a quick search provides the party access to Blót's journal. While not required, this aids the party greatly when they are searching for Ise Festing.

The ogres are also carrying 250gp worth of coin and gems.

BLÓT'S SATCHEL

Characters reading Blót's journal learn that he spent the better part of two days focused on finding the location of Ise Festing. Through the gathering of old stories of the skalds and elders and of the few documents and maps that Castle Hartwick had to offer he managed to hit pay dirt.

Read or paraphrase the following:

Within the waterproof sealskin satchel is Blót's field notebook, written in Jotun. Snippets of the runic alphabet favored by giantkind, cover the pages with the occasional Common phrase. A rough map with the occasional marks of dead reckoning is also found.

RANDOM ENCOUNTERS

If Blót's notes are accurate, the characters have a good idea as to where they must go from here. Their journey, however, isn't easy; the Ice Spires are a treacherous place and wrought with peril. Along their way, they encounter random dangers.

To remain within the confines of the adventure's prescribed time, the characters should participate in **one long encounter** and **one short encounter**. If time is not a concern, however, or the characters are progressing through the adventure quickly, feel free to run additional encounters.

Keep in mind though, that additional encounters do not increase the rewards that the characters earn.

SECRET MISSION: HARPERS

Groups with members that are pursuing the Harper secret mission (see Adventure Hooks, above), should only encounter one random encounter. The second encounter should be replaced with Harper-Only Encounter: Where There's Steam, below.

RANDOM ENCOUNTER 1: HILLOC THE HILL GIANT (LONG)

Combat Difficulty: Easy

The adventurers stumble upon a trio of **hill giants** answering the horn's call. One of them, Hilloc, is deaf; the magic of the horn either does not affect him or he doesn't care.

Terrain. Saddled between the peaks of the Ice Spires, this snowy alpine valley holds a single rocky rise at its center.

The Rise. 10-feet tall at its top and 20-feet wide at its base, this knoll is slick and icy and considered difficult terrain.

Read the following:

A peculiar scene is before you. On the top of a small rise is what can only be described as a small hill giant flanked on either side by two more, average sized hill giants. The two are speaking agitatedly to the first. "Wie ferst du, ettin!?"

If none of the characters speak Giant and lack a magical means of circumventing this, a successful DC 13 Wisdom (Insight) check confirms that things are likely about to get violent.

If the characters speak Giant and wish to listen, read the following, instead:

Straining to hear isn't needed as their booming voices carry easy on the cold mountain air.

"Where are you going, runt!?" shouts the giant on the left.

The giant on the right, obviously agitated, brings forth his club, "Forget him, we should have left the runt outside on his birthing day. He's ears are useless, he cannot hunt and he's an embarrassment."

In the middle of it all, the relatively small hill giant looks on, scared but stiff lipped.

The two **hill giants**, Dled and Dluz, are as strong and ugly as they are despicable and stupid. While they are under the influence of Hartkiller's Horn, they also had an ulterior motive from the start: they really want to murder Hilloc.

Hilloc has been forced into the migration by two of his tribe that found him hiding. Hilloc has no love for his cruel escorts, and has taken a stand on this knoll; unwilling or unable to hear the call of Hartkiller's Horn, Hilloc is taking the high ground.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak Party:** Replace **hill giants** with **ice spire ogres**
- **Weak Party:** Replace the **hill giants** with two **frost giants**; reduce the frost giants hit points to 103
- **Strong Party:** Add a **hill giant**
- **Very Strong Party:** Replace the **hill giants** with **frost giants**

Development. If the party remains undetected and do not interfere, the two hill giants attack their companion. If they make themselves known, Hilloc's companions turn on the party while Hilloc hides behind a nearby tree.

Treasure. If the characters help and treat peacefully with Hilloc he gives the party a delicate slab of shale with a single rune carved into it. This triangular piece of shale has the rune for 'fire' or 'ild' carved upon it. Any characters succeeding on a DC 11 Intelligence (Arcana), realizes that if a character grips the chunk of shale firmly in both hands and breaks it in half, the shale releases its magic and bestows resistance to cold damage upon that creature for 10 minutes.

The two hill giants carry a total of 500 gp in various coins between the two of them.

ROLEPLAYING HILLOC

Hilloc was born with a keen mind and without the ability to hear. He can read and write Jotun and Common, and read the lips of the speakers of both.

As a child, he learned quickly the cruelty that is received when a being is something other than average, so he embraced his differences and found strength from them when he learned to be a Runecaster.

Hilloc is wary of strangers, but also curious. He's secretly learned from humans and knows that not all of them should be eaten.

RANDOM ENCOUNTER 2: TJÖRN IN LIFE AND DEATH (LONG)

Combat Difficulty: Hard

Set betwixt steep walls lay a **frozen glacial lake**.

Long ago, when the giants were young and the dragons had first hatched, a thousand year was fought between them. A battle was fought here; its outcome lost to the ages. Great and dark magic sent both side's forces to a cold wet sleep.

The Frontier Scouts learned long ago to avoid this path, which ultimately led to the abandonment of Ise Festing.

Terrain. The glacial lake or "tjörn" has a thick and remarkable snow-free layer of ice covering, dark cold waters. The ice is safe, but slick, to walk on until the undead below are stirred. Any creature, entering or already on the ice must make a successful Dexterity saving throw or Dexterity (Acrobatics) check or slip, skid, and fall. Those that succeed on the skill check can move at half speed across the surface, or can skate or glide at normal speed. As long as a character remains in the area, they must each make a new skill check every round to avoid falling prone.

Cold Bones. In the middle of the lake, or from the steep banks, it is possible to see evidence of the battle locked in place with a successful DC 10 Wisdom (Perception) check which reveals vaguely humanoid or draconic shapes. Some deep below, some seem close enough to touch; the cold and oxygen free water preserving the dead remarkably well. Dragons, drakes and giants of all kinds.

Read or paraphrase the following:

Like water cupped between two giant hands, so does the frozen lake rest between the steep walls of this valley. The ice is clear which allows you to see the lakes floor, that is until your gaze moves outward, exposing a gradient to a deep and unsettling blackness.

At the far end of the lake is the glacial plug, holding back the waters below. A steep ramp with ramshackle railing has been built into the glacier.

Any disturbance of the lakes surface due to falling, digging, or general tomfoolery rouses the dead, causing four **ice spire ogres zombies** and a **young white dragon zombie** to burst forth from their icy tombs.

Ice spire ogre zombies are identical to ice spire ogres, except their hit points are increased to 171, they no longer have the Frozen Head action, and they possess the following trait:

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

ADJUSTING THIS ENCOUNTER

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

- **Very Weak Party:** Remove two ice spire ogre zombies
- **Weak Party:** Remove an ice spire ogre zombie
- **Strong Party:** Add two ice spire ogre zombies
- **Very Strong Party:** Add a young white dragon zombie and an ice spire ogre zombie

Treasure. Upon destroying the undead, a quick search provides ancient coin and metalwork which if it were to put on to auction today with a group of motivated collectors, would fetch 500gp.

RANDOM ENCOUNTER 3: THE FALLEN BRIDGE (SHORT)

The party encounters a chasm with the remains of a rope foot bridge. This glacial fracture's far side is 100 feet away. The old rope bridge remains, dangling at their feet. They can see the remains of its rigging on the opposite side. The party can attempt to cross it however, but it's a hundred-foot fall. They may also circumvent it which adds half a day's travel. Or, they can act like the adventurers they are and use magic and ingenuity.

XP Award. If the characters successfully traverse the chasm instead of going around, award each character 500 XP.

RANDOM ENCOUNTER 4: FAERIE ICE AND REMORHAZES (SHORT)

Combat Difficulty: Hard

Read or paraphrase:

This vast expanse of ice here is simply beautiful. The sun shines upon it and sends a myriad of glittering rainbows reflecting off of the surrounding rocks.

Though typically found on the Great Glacier, *faerie ice* is an accumulation of tiny, slush-bound spheres of ice looks like ordinary snow and glimmers like rainbows in the sunlight. Just like quicksand, however, it ensnares its prey and saps their precious warmth from their bones. The characters needn't

fear the entire area, but there are enough patches of faerie ice as to make passage a harrowing ordeal.

There are **five** such patches of faerie ice—each 30 feet on a side. A character succeeding on a DC 17 Wisdom (Survival) check notices the hazard and avoids falling in. Those unlucky enough to avoid the ice are restrained and sink at a rate of a foot per round until they pull themselves free (escape DC 15). Additionally, each character that enters the faerie ice for the first time or starts its turn within it takes 22 (4d10) cold damage. Additionally, they must succeed on a DC 13 Constitution saving throw or gain a level of exhaustion. Cold weather gear quickly becomes soaked through and provides no protection against this, but characters resistant to cold damage make the saving throw with advantage and those that are immune to cold damage automatically succeed. Further, after escaping the faerie ice, the character's clothing is soaked and any saving throws made to avoid the effects of cold weather are made with disadvantage until the character changes into a dry set of clothing.

DM NOTE. To heighten the sense of danger, make the Wisdom (Survival) checks in secret.

Development. As luck would have it, the characters's shouts of alarm disturb a nest of three **young remorhazes** who immediately start burrowing towards the characters's sounds of struggle.

ADJUSTING THIS ENCOUNTER

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

- **Weak or Very Weak Party:** Remove a young remorhaz and characters falling in the faerie ice take 33 (6d10) cold damage.
- **Strong or Very Strong Party:** Add a young remorhaz and characters falling in the faerie ice take 33 (6d10) cold damage.

Treasure. The remorhaz hides can be harvested from the slain beasts and are worth a total of 500 gp.

RANDOM ENCOUNTER 5: JE HÜNTING PÆRTY (LONG)

Combat Difficulty: Hard

The adventurers stumble upon a frost giant hunting party.

Terrain. This area is littered with dozens of tall, stone spires. The spires are approximately 15-feet tall and narrow to a sharp point. Read the following:

Rounding one of the tall spires, you happen upon a huge, well-armed giant that appears to be looking at a map made of stitched together hides. Tethered at his side is a large, white wolf. The beast sniffs at the air, and astonishingly—says something in a growling voice.

The giant draws an immense greataxe and releases his grip on the wolf's tethers.

The **frost giant** is seeking out a worthy beast to defeat in combat with his pack of three **winter wolves**. Unless the characters are moving stealthily, the giant detects them. Characters proficient in Giant recognize that the wolf said "I smell manflesh...."

Only one of the winter wolves is in the open when the characters arrive. Any others have taken the opportunity to catch a short nap—hidden in the snowdrifts around the spires and flank the characters. They use their Cold Breath first.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak Party:** Remove a **winter wolf**; reduce the frost giant's hit points to 103
- **Weak Party:** Remove a **winter wolf**
- **Strong Party:** Add a **frost giant**
- **Very Strong Party:** Add two **frost giants**

Development. Upon defeating the giant, the characters are free to examine the map. It is quite large (nearly 10 feet on a side when unfurled) and appears to be made out of pliable remorhaz hide. It weighs four hundred pounds and is 10-feet long when rolled up. It is labeled in Giant, and provides details on the surrounding area. If the characters keep the map and refer to it in Part 3, below, any single Intelligence (History) check made to locate Ise Festing--provided the reader is proficient in Giant.

Treasure. The giant is also carrying 500 gp worth of coin and gems.

HARPER-ONLY ENCOUNTER: WHERE THERE'S STEAM... (LONG)

Combat Difficulty: Medium

The source of the strange happenings is found.

Terrain. The area is free from snow and smells strongly of Sulphur. Punctuating the scene are 10 steaming springs; most boiling, some calm. Read the following:

You smell it before you see it. The odor of Sulphur is soon accompanied by warm, moist air and the murmur of bubbling water from a score of hot springs and geysers.

At the far end of the rift is a roughhewn stone structure that shimmers with heat. Within, an angry orange glow clearly caused by the lava pouring into it from a fissure above.

A **fire giant** has taken up residence at this volcanic site to take advantage of the ample heat to warm his massive bones and do a little metal work. His pet **hell hound** sits nearby with its head to the forge.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak Party:** Remove the hell hound; reduce the fire giant's hit points to 130
- **Weak Party:** Remove the hell hound
- **Strong Party:** Add 2 hell hounds
- **Very Strong Party:** Add a **fire giant**

Development. Upon defeating the giant, the characters are free to look about and bask in the warm glow of the fissure, dry clothes and rest safely.

Treasure. Though much of the fire giant's belongings are appropriately giant sized, he does have a small cache of ingots worth 500 gp.

DEVELOPMENT

After completing two random encounters (or more if time is not a concern), proceed to Part 3, below.

PART 3. ISE FESTING

Estimated Duration: 1 hour

The party must find their way to Ise Festing by either deciphering Blót's notes, through exploration or a combination of the two.

A well-oiled satchel and scroll case contain the bulk of the research and findings of one Blót, Frontier Scout. But the smattering of languages, writing proficiency and general wear and tear make things difficult.

Optionally, the party can use the following challenge to help or hinder their way to finding Ise Festing.

A. (OPTIONAL) THE CHALLENGE OF BLÓT'S NOTES

If time is not a concern, researching Blót's notes and referencing them during travel for this encounter should be done without initiative, but rather a clockwise order.

Each character can then in turn offer means by which they could aid in the search for Ise Festing. Role playing is encouraged. Consider their background, skillsets and any powers of abilities seem relevant.

Once the party has accumulated 8 successes or 3 failures, the encounter is finished and the path to Ise Festing is known. The success of failure determines how easy or difficult that path is. This list is not exhaustive. Improvisation is a good thing.

- **Intelligence (Arcana).** Some of the writing and markings on the map are magical in nature. The character is able to decipher some details identifying an important landmark.
- **Wisdom (Stealth).** The character knows how scouts think. With this knowledge, they are able to predict the ways in which the Frontier Scouts may have blazed their trails. This insight locates a well-hidden—and much more traversable—path.
- **Intelligence (History).** The character's knowledge of the geographic area and its history gives them insight into what they believe to be landmarks and structures depicted on the map.
- **Wisdom (Insight).** An off-hand comment sparks an epiphany. Suddenly you look at the notes with a different mind-set and you have a moment of clarity. While this doesn't count as a success or failure, the gibberish makes sense and the character provides some context to some notes on the map; granting a +2 bonus to the next character's check.

- **Nature.** The character identifies natural hazards marked on the map that may have added hours, if not days to the journey.
- **Perception.** The recognizes the outline of an important landmark buried in the snow.

SUCCESS

The party makes it to Ise Festing under normal circumstances.

FAILURE

The party finally makes it to Ise Festing. However, they're hours behind schedule and a bit worse for the wear; each character gains a level of exhaustion.

XP AWARD

If the characters are successful in their attempt to locate Ise Festing, award each character 500 XP.

B. ISE FESTING

Deciphering Blót's notes ultimately leads to Ise Festing, an abandoned watchtower of the Frontier scouts. Read or paraphrase the following:

Rounding a corner, a gale of wind hits you, almost knocking you down. After spending the better part of your journey looking at mountain sides of ice and snow, the vista laid out to the horizon leaves you agog: the Bleak Plains, the Endless Sea, the Great Glacier; all laid out in palette shades of blues and greys, time and distance.

To your right is the squat, round, grey, structure of Ise Festing.

This redoubt is built into the side of the Ice Spires and was intended for the very purpose of watching the Black Plains and the frost giants that call it home. However, after multiple encounters with the undead remnants within Shadow Tjörn, it was deemed too dangerous to upkeep.

The structure was simultaneously built into the mountain as the stone was being quarried. This construction technique makes the watchtower appear to spring forth from the mountain itself.

As they approach, further, read the following:

Aside from a flap of hide and cloth serving as a wide door, the tower is featureless until the very top, where an unusual set of shutters lines the circumference of the northern, eastern, and southern faces.

A group of **ice spire ogres** lead by a powerful **ice spire ogre shaman** named Beeza has taken up residence.

Unconcerned with being discovered, Beeza has made no attempt to hide the fact that she's been holed up in Ise Festing for weeks, observing Jarl Ryndölg and his activities and a successful DC 10 Wisdom (Perception) check reveals that the hearth is burning and the snow-covered path leading to the door is trampled.

GENERAL FEATURES

The tower has the following general features:

Lighting. Smoky and sputtering torches line the wall providing ample light.

The Ground Floor. Storage and living quarters. With a central hearth. A large stairway leads upwards.

THE OBSERVATION DECK

The top floor and most important of Ise Festing is the Observation Deck. One wall is lined with a clever system of mechanical wooden shutters acting as blinds. Immediately behind them sitting on a pair of metal tracks is a large wood and brass device that looks like the offspring of a periscope and a cannon.

Beeza is here while a retinue of three **ice spire ogre** guards occupy the ground floor and the area around the tower.

Development. Unless the group approaches with stealth, the ogres immediately notice the party approaching from the either path into the area. Beeza stays on the 2nd floor and attack from above while her fellow ogres attack from the ground.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak Party:** Remove an **ice spire ogre**; **Beeza** has no 5th level spell slot available
- **Weak Party:** Remove an **ice spire ogre**
- **Strong Party:** Add two **hill giant** slaves
- **Very Strong Party:** Add two **frost giant** slaves

Treasure. Beeza wears a suit of magic armor called the *shroud of the mourning warrior*. The armor is fashioned of wooden scales engraved with Giant runes. Additionally, she possesses a cache containing 250gp and a large rough star sapphire worth 750gp.

CONCLUSION

Upon reaching the observation deck the party should realize the purpose of the large contraption

within. Opening the shutters and peering through the eyepiece provides a mind bogglingly clear view of the Bleak Plains.

With a little bit of searching, the party finally zeros in on the smoke-filled carousing of a large giant encampment.

Indeed, the rumors were correct; giants of all kinds amass here and more are making their way to the banner of the giant who would be Jarl.

The party can rest secure and warmly here before they make their way down the Ice Spires where they share the foreboding news with SEER.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Ice Spire Ogre	1,100
Young white dragon zombie	2,300
Hill Giant	1,800
Young Remorhaz	1,800
Winter Wolf	700
Frost Giant	3,900
Hell hound	700
Fire Giant	5,000
Beeza	3,900

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Blót's notes challenge	250
Traversing chasm	750

The **minimum** total award for each character participating in this adventure is 6,750 **experience points**.

The **maximum** total award for each character participating in this adventure is 9,000 **experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP value
Hill giants	500
Ancient metalwork	500
Remorhaz hides	500
Frost giant hunter	500
Fire giant ingots	500
Beeza's belongings	1,000

PERMANENT MAGIC ITEM DISTRIBUTION

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

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

THE SHROUD OF THE MOURNING WARRIOR (+1 SCALE MAIL)

Armor (scale mail), rare

This suite of scale mail armor is fashioned out of slivers of wood—each engraved with Giant runes of death and lament, and sewn onto a backing of black leather. The armor resizes to fit its wearer. A description of this item can be found in **Player Handout 2**.

POTION OF SUPERIOR HEALING

A description of this item can be found in the *Player's Handbook*.

RENOWN

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

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

DOWNTIME

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

DM REWARDS

For running this adventure, you receive **2,250 XP**, **1,125 gp** and **ten downtime days**.

APPENDIX. NPC/MONSTER STATISTICS

BEEZA, ICE SPIRE OGRE SHAMAN

Large giant, chaotic evil

Armor Class 17 (+1 scale mail)

Hit Points 142 (15d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	14 (+2)	18 (+4)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Con +8, Int +4, Wis +8

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giant

Challenge 8 (3,900 XP)

Magic Resistance. Beeza has advantage on saving throws against spells and other magical effects

Spellcasting. Beeza is an 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Beeza has the following spells prepared:

Cantrips (at will): *mage hand*, *poison spray*, *prestidigitation*, *thorn whip*

1st level (4 slots): *cure wounds*, *entangle*, *thunderwave*

2nd level (3 slots): *flame blade*, *spike growth*

3rd level (3 slots): *counterspell*, *fireball*, *haste*

4th level (3 slots): *greater invisibility*, *fire shield*, *blight*

5th level (1 slot): *cone of cold*

*Beeza casts these spells on herself before combat.

ACTIONS

Multiattack. Beeza makes three melee attacks.

Greatsword. Melee Weapon attack: +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

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

FIRE GIANT

Huge giant, chaotic evil

Armor Class 18 (plate)

Hit Points 162 (13d12+78)

Speed 30 ft.

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

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

Skills Athletics +11, Perception +6

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 16

Languages Giant, Undercommon

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The giant makes two greatsword attacks.

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

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

FROST GIANT

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

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

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

Skills Athletics +9, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The giant makes two greataxe attacks.

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

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

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

HILL GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

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

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

ICE SPIRE OGRE

Large giant, chaotic evil

Armor Class 16 (scale armor, shield)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

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

Saving Throws Con +6, Wis +3

Skills Perception +3

Special Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The ogre makes two melee attacks.

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

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

WINTER WOLF

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

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

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

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

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

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

ACTIONS

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

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

YOUNG REMORHAZ

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

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

Damage Immunities cold, fire

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

Languages —

Challenge 5 (1,800 XP)

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

ACTIONS

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

YOUNG WHITE DRAGON ZOMBIE

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 171 (18d12 + 90)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	3 (-4)	8 (-1)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4

Skills Perception +6, Stealth +3

Damage Immunities cold, poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive
Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (2d4) cold damage.

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

Cold Breath (Recharge 5–6). The zombie exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d6) cold damage on a failed save, or half as much damage on a successful one.

APPENDIX. A BLÓT IN THE SNOW MAP



APPENDIX. JE HÜNTING PÆRTY MAP



APPENDIX. ISE FESTING MAP



PLAYER HANDOUT 1. THE SHROUD OF THE MOURNING WARRIOR (+1 SCALE MAIL)

THE SHROUD OF THE MOURNING WARRIOR (+1 SCALE MAIL)

Armor (scale mail), rare

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity. This item is found in the *Dungeon Master's Guide*.

This suite of scale mail armor is fashioned out of slivers of wood—each engraved with Giant runes of death and lament, and sewn onto a backing of black leather. The armor resizes to fit its wearer.

RESULTS CODE: JANUARY – FEBRUARY 2017

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

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

