



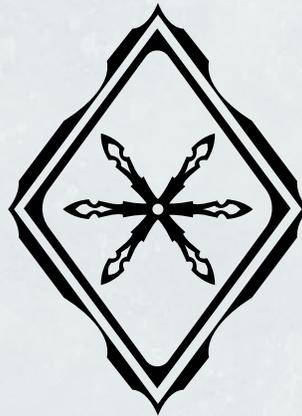
TERROR IN TEN TOWNS

A Plague of Ancients Epic

As a beastly army approaches Ten-Towns from the south, heroes take the lead in fortifications and defense. But can the heroes' optimistic hard work overcome the worst enemy—the towns' distrust of one another?

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

Optimized for APL 3.



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ADVENTURE PRIMER

*Oh, proudly name their names who bravely sail, to seek brave
lost in arctic snows and seas.*

—Helen Hunt Jackson, *The Century: A Popular
Quarterly*, Volume 7 (1874)

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 occurs in Icewind Dale—specifically in the towns of Dougan's Hole, Good Mead, Easthaven, Caer-Dineval, and Caer-Konig.

BACKGROUND

ICEWIND DALE—the frigid expanse north of the **SPINE OF THE WORLD**—lies 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 TRIBES**, 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**, 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 **three parts** and takes approximately **4 hours** to play:

Call to Action (15 mins). Captain Imdra Arlaggath reports that a horde of beasts with chardalyn fangs and teeth is preparing to bear down on Ten-Towns. She asks the characters to venture to four nearby towns, bolster their defenses, muster whatever allies they can, and return to help fend off the attack.

Part 1: Fortifications and Provisions (60 mins). Having arrived at their chosen town, the characters must assist in fortifying it. This is **Story Objective A**.

Part 2: Foes and Allies (45 mins). Once their town is fortified, the characters must seek out allies in the local area. This is **Story Objective B**.

Part 3: Tooth and Claw (90 mins). With their towns fortified and their allies secured, the characters must travel back to Easthaven. Upon arriving, the characters find the attack about to begin. It's time to defend Easthaven! This is **Story Objective C**.



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.

PLAYING ONLINE IS EPIC!

There's always been a healthy number of RPG fans playing their games over the internet. For a number of reasons, D&D players and DMs are increasingly moving to online play. While this adventure was written for in-person play, we've incorporated adjustments admins and DMs can make to share the fun using VTTs or even simple teleconferencing software. These adjustments are in **admin appendix C**.

ADVENTURE HOOKS

There are a number of reasons characters might get involved in this adventure. DMs should help players select one or create a reason unique to that character's backstory.

Adventure Hook 1. The characters receive a missive from the captain of Easthaven's militia, asking for urgent aid in defending the town—a paying job that'll potentially save the lives of thousands.

Adventure Hook 2. Characters with the Folk Hero or Outlander background might call Icewind Dale home. These animal attacks must be stopped if their people are to live in harmony with nature again, or at least the little harmony one can find in the frozen Dalelands.

Adventure Hook 3. Characters with the Soldier or Knight background have heard of the need for reinforcements due to recent changes in Icewind Dale. They've made their way from Luskan, their route back now frozen over.

Adventure Hook 5. The Everlasting Rime gripping Icewind Dale has damaged or delayed the regular trade caravans headed south, carrying scrimshaw for crafting, or coming north, ferrying vital foodstuffs for the Ten-Towns. The characters might be Guild Artisans whose trade companies seek to reestablish these supply lines, or perhaps they're mercenary veterans or Zhentarim hired to escort a trade caravan to Easthaven and the other towns beyond.

CALL TO ACTION

Estimated Duration: 15 minutes

EASTHAVEN

Easthaven, one of the larger Ten-Towns, is poised along a waterway on an isthmus between the Redwaters and Lac Dinneshere, making it a natural trade stop between the southernmost Ten-Towns—Dougan’s Hole, Good Mead, Caer-Konig, and Caer-Dineval. It also benefits as an entry point for trade from Luskan, and trade going north along the Eastway to Bryn Shander. For additional information on Easthaven, DMs should reference chapter 1 of *Icewind Dale: Rime of the Frostmaiden*.

Easthaven’s geographic position also makes it a prime target for threats from the Spine of the World, including the Kingdom of Many Arrows to the south. However, the threat in this adventure isn’t from the organized orcish kingdom, but instead of a more magical variety.

The adventure begins with the characters answering a summons to the common room of the Wet Trout, a tavern near the docks on Lac Dinneshere. The militia captain has called for “anybody able of sword, skill, and spell,” to rally in defense not only of Easthaven, but the entire Ten-Towns.

EASTHAVEN IN A NUTSHELL

Friendliness ** Services *** Comfort ***

Population: Approximately 750

Leader: Speaker Danneth Waylen (chaotic evil human **commoner**), once respected for his humility and forthrightness, has been surly and remote of late.

Militia: Easthaven can muster almost 200 combatants in defense of the town. The militia commander is Captain Imdra Arlaggath.

Heraldry: The brown lower-left quadrant represents the Eastway, the dark-blue lower-right quadrant represents Lac Dinneshere, the upper half is steel-gray. Superimposing these is a white tower, representing the town, capped by a white snowflake.

Hallmarks: Fishing, shipbuilding, trade

Rivals: Caer-Dineval, Caer-Konig

The invitation instructed the characters to meet in the rear common room of the Wet Trout, the largest and rowdiest tavern in Easthaven. Soup and the house winter ale are provided to adventurers waiting for their employer to arrive.

During this time, the players should introduce their characters to one another.

CREATURE INFORMATION

Captain Imdra Arlaggath bursts through the tavern door, accompanied by a few hardened militia members.

CAPTAIN IMDRA ARLAGGATH (IM-DRAW AR-LAH-GATH)

Lawful good half-elf veteran

A native of Bremen, and rugged survivor of several conflicts, the Captain (as she prefers to be called) sports a tailored coat and a fur hat. She’s rarely seen without a steaming cup of hot kaeth. The militia captain is well respected in Easthaven, even more so than the speaker. Her manner is forthright and honest, and she displays a strong disposition to doing right by her people and to preserving the peace of her town.

Characters and NPCs alike are denied flowery words and fine social graces from the Captain. She has the matter-of-fact demeanor and fierce resolve of an experienced combat leader. The Captain is friendly enough, but should their characters become belligerent, inform players that the Captain is likely clean their clock and call it “setting a positive example for the townfolk” while doing so.

What They Want. The Captain wants to save her town, and she sees these spring-green adventurers as her best shot doing it.

Stalwart Soldier. “Easthaven isn’t perfect, but it’s home—and I won’t give up a damn inch of it.”

The administrator reads the following, taking a moment to interact with the gathered heroes:

A woman with the swagger of a veteran military officer confidently makes her way to the front of the room. No sooner does she stand in front of you, than a serving boy puts a cup of hot kaeth in her hand. She sips it, silently looks the room over with critical eyes, sips her kaeth a little longer, then speaks.

“So, you’re the best Ten-Towns has to offer? Not many, but it’ll have to be enough. You can call me the Captain. We have work to do. Let’s get to it.”

One more sip of kaeth, then she begins. Her confidence is so grabbing, you hardly notice the golden-haired figure wearing a mix of Reghed clothing—some items traditionally reserved for men, some reserved for women—listening from the doorway. They do not speak.

At this point, DMs should share the below information with their players through roleplay. Characters should be able to get this information from the Captain or from Takoda Huthraschild, as you see fit.

- On a long-range patrol south of Easthaven, Takoda witnessed several animals gathering in an unusual manner. Though far off, they seemed to be communicating and forming themselves into groups.
- At the center of the wild pack was a giant. This verbeeg was petting a white wolf the size of a horse.

- Takoda snuck closer to the animals and overheard part of what was said, although it was difficult to hear through the biting wind. The animals were plotting an attack on the home of the “two-legs,” targeting the towns along the Redwaters and Lac Dinneshere. In addition, their fangs and claws seemed to gleam with a dark, crystalline substance. (Heroes might recognize this from earlier adventures as chardalyn.)

TAKODA HUTHRASCHILD
(TUH-KOE-DUH HUTH-RUHZ-CHILD)

Neutral good human Reghed shaman

A native of Bremen, Takoda has known the Captain for a long time and held her in both affection and contempt over the years—largely depending on what their particular stance was on issues the two have faced together. When Takoda witnessed an army comprised of intelligent animals led by a giant, they went to Easthaven to warn their friend.

Many years ago, the town of Bremen was devastated during the war against Kessel the Wizard. Elk King Wulfgar resettled many of his people in Bremen, where they lived in peace with the survivors, from which Takoda is descended. Takoda feels it's their duty to keep the Elk Tribe's culture alive, teaching the Reghed language, recipes, stories, and beliefs to the next generation.

What They Want. Takoda follows the imperatives of the ancestor and nature spirits their people revere. These honorable traditions require Takoda to lend aid to the Captain, plus Takoda feels some degree of affection for her.

Memory of the People. *“It's our sacred duty to maintain our tribal traditions, young calves. That way, we renew our connection to the land, and hearten the spirits of our ancestors in the Worlds Beyond.”*

- Takoda summoned a stag and rode back to Easthaven to warn the Captain.
- Animals move far faster than humanoids, and they could lay siege to the area towns in less than a tenday.
- The successful defense of Easthaven is key to holding back the army. If Easthaven falls, the army could split and move across the north coasts of both lakes. This would spell disaster for Dougan's Hole and Good Mead west along the Redwaters, and for Caer-Konig and Caer-Dineval east along Lac Dinneshere.
- While the Captain hopes defending the other towns won't be necessary, she knows the other towns are unlikely to send aid to Easthaven if they're unsure their own homes are safe.

CALL TO ACTION: UNWANTED AID

When this section begins, the administrator reads or paraphrases the following to the gathered players:

The Captain calls out, “But which town will you assist? Is it remote Caer-Dineval, with her skilled militia and great fortress? Perhaps you'll choose Good Mead, rich in the culture of far-off Chult and producers of the finest honey wines? Or perhaps Caer-Konig, reachable only by lake and in great need of your help? Or Dougan's Hole, xenophobic, yet possessing great magic? Party captains gather upon me and decide.”

Takoda and Captain Arlaggath beseech them to venture to the outlying towns and do what they're able to help prepare them for the approaching danger and to secure aid while Easthaven musters its own militia and digs a defensive trench around the town.

Give the players **handout 1** for information on the four towns. The players decide which town they'd like to aid: Dougan's Hole, Good Mead, Caer-Dineval, or Caer-Konig.

DEVELOPMENT

Once the group make their choice, complete **handout 2** and instruct the party captain to deliver it to the administrator.

Encourage the players to roleplay their time in the tavern until the administrator calls for you to begin part 1; don't proceed until instructed to do so.

THEME OF THE ADVENTURE

The story's key theme is of **unity**. The Ten-Towns are situated in a difficult environment, but the lands of Icewind Dale breed a rugged individualism in the minds of its residents.

While often helpful, this mindset makes their denizens reluctant to unite in defense against a common foe—as if banding together for help is an admission each isn't capable of survival alone—something the Dalefolk pride themselves on. Relying on others and communal living are almost considered affronts to the people of Ten-Towns.

The biggest enemy in this adventure isn't an army of intelligent, hungry beasts. It's the stubbornness of Ten-Towns.



FORTIFICATIONS AND PROVISIONS

Estimated Duration: 45 minutes

Pillars of Play: Exploration, social

AND . . . THEY'RE OFF!

In this part, the characters venture to one of the outlying towns, fortify it, and secure aid to assist Easthaven in its defense against encroaching danger.

STORY OBJECTIVE A

Assisting in the fortification of one of the Ten-Towns to gain its aid in the defense of Easthaven is **Story Objective A**.

Give your players **handout 6.1, 6.2, 6.3, or 6.4**—depending on which town the group chose to aid. Additional information can be found in chapter 1 of *Icwind Dale: Rime of the Frostmaiden*, but isn't required to run this adventure.

Regardless of which town is chosen, the core activities detailed in “**Helping Hands, Helping Hearts**” remain the same. Narratively, they vary somewhat from town to town. DMs should adjust the narrative and roleplay experiences of their table, using the guidelines below and the matching appendix.

USING THE TOWN DESCRIPTION APPENDICES

Appendices 6.1, 6.2, 6.3, and 6.4 describe in deeper detail the towns needing fortification. The sorts of information found on those forms are detailed below. DMs are highly encouraged to print two copies of these appendices (one for player use, and one for DM reference), ready for part 1.

Town in a Nutshell. Similar to sidebars in chapter 1 of *Icwind Dale: Rime of the Frostmaiden*, the town's key details are provided. The scale for Friendliness, Services, and Comfort are detailed on a scale with one to three snowflakes, with more being better.

Overview. A short description of important landmarks and town details follows the nutshell description.

Contact. A sidebar details the adventurers' point of contact in the town. Their description, backstory, motivations, and personality are detailed.

Core Tasks. The activities detailed in “Helping Hands, Helping Hearts” may be attempted in each town. How these tasks are attempted in each town is different, as each town benefits from different resources, landscapes, and townspeople. This section describes those differences, but the descriptions aren't exhaustive. DMs are encouraged to reward creativity, as described in the Exploration with Expertise sidebar.

HELPING HANDS, HELPING HEARTS

Once they arrive, the characters can decide which activities to perform to prepare the town. Regardless of the town chosen, the activities remain consistent across all four locations. The characters should experience **no more than three** of these activities in the time remaining for **part 1**.

The activities below provide a rationale for the activity, as well as tasks each character may choose to assist the others. For each task, example ability checks are provided, but the tasks and their associated ability checks are only limited by player creativity.

MEASURING SUCCESS

Upon deciding each task, make a **DC 13 group ability check**, with each character using the skill combination closest to how they described their actions. In a group check, if at least half the characters succeed on their check, the group succeeds—and successfully completes one task. Indicate the number of successes the group accumulates during this part of the adventure on the **scoring sheet** provided by the administrators.

Allow the characters to get creative here; examples are provided below, but this list isn't definitive. If a player decides on a course of action not outlined below, assign a skill or tool check that suits their chosen activity. Award advantage to characters who display clever planning and roleplaying, as outlined in the **Exploration with Expertise** sidebar. Similarly, a character's background may serve as a source of inspiration as well.

A1. BUILDING FORTIFICATIONS

The heroes help build fortifications, improvements, or traps that make assailing the village harder. As a result of these defenses, fewer resources are needed to defend this town, freeing up more people to defend Easthaven. Examples include:

- **Gather Materials**—a Strength check using carpenter's tools or mason's tools
- **Construct Fortifications**—an Intelligence check using carpenter's tools
- **Strengthen Fortifications**—an Intelligence check using mason's tools
- **Make Traps**—an Intelligence check using thieves' tools
- **Plot Choke Points**—a Wisdom (Insight) check
- **Magical Abilities**—a spellcasting ability check



EXPLORATION WITH EXPERTISE

Exploration is one of three pillars of play for D&D, yet it's often overlooked in adventures. Because of this, DMs often feel unequipped to run exploration sequences such as **part 1**. Consider these guidelines to provide a better experience for all at your table:

Mind the Clock. **Part 1** has a hard time limit of 60 minutes—no more; no less. In that time, the characters should accomplish as many tasks as they're able, to a maximum of three. Keep in mind a single task should take roughly 20 minutes for decision, description, roleplay, and resolution.

Make It Up. No written guide ever captures the depth of setting, the qualities of the NPCs, or the sheer number of choices your players may make. Don't be afraid to make up on the fly what players can experience and do. Be flexible. Be dynamic. Be fun.

Description Reigns. This is an opportunity for DMs to display their acting chops! Provide rich descriptions of what characters sense (see, hear, smell, feel, and even taste). Use your widest vocabulary. Draw analogies to universal experiences or pop culture moments. Example: "Your hair pulls at your skin as you're blinded by a blue bolt of electricity. It strikes the stitched man before you, causing his body to lash and thump against the table. The air tastes of copper, and the alchemist gets that wild stare in his eyes—the same one Gene Wilder got in *Young Frankenstein!*"

Build Emotional Attachments. While players engage in tasks, give them opportunities to roleplay off each other. You can also invent minor NPCs to interact with player characters. For example, if a player character chops wood to build a palisade, Old Man Wallis, an elderly man who single-handedly raised his three daughters, may chip in to help or tell stories of his youth or give heartfelt thanks for the help the characters provide.

Reward Good Ideas. Reward good choices and roleplaying often and early. Plans in this pillar work toward ability checks (individual or group), and this adventure is no different. Reward good ideas with inspiration, and for the most catastrophic plans, impose disadvantage (but give inspiration after to symbolize characters learning from mistakes).

A2. GATHERING PROVISIONS

Wars are lost on empty stomachs. The adventurers help gather and store provisions to help outlast a siege—and any extra supplies can be transported back to Easthaven. Examples include:

- **Hunt Game**—a Wisdom (Survival) check
- **Forage for Plants**—an Intelligence (Nature) check
- **Make Containers**—a Dexterity check using potter's tools or weaver's tools
- **Gather Crops**—an Intelligence (Nature) check
- **Stable Animals**—a Charisma (Animal Handling) check

A3. EQUIPPING AND TRAINING DEFENDERS

A trained army is the best military defense, but this can be expensive. That's why the Ten-Towns have long depended on town militias to protect the populace from threats. Examples include:



- **Train Green Recruits**—a Charisma (Intimidation) check
- **Craft Arms and Armor**—a Strength check using smith's tools
- **Allocate Troops**—a Wisdom (Insight) check
- **Strategize**—an Intelligence (History) check
- **Calm Horses**—a Wisdom (Animal Handling) check
- **Position Engines**—an Intelligence check using land vehicles or water vehicles

A4. BUILDING SUPPORT

The populace with strong morale is more resistant to the demotivating malaise of extended combat. Plus, the goodwill the heroes foster may convince people to assist them in the defense of Easthaven. Examples include:

- **Inspiring Song**—a Charisma check using a musical instrument
- **Historical Triumph**—an Intelligence (History) check
- **Rousing Speech**—a Charisma (Persuasion) check
- **Dire Warning**—a Charisma (Intimidation) check
- **Distracting Games**—a Wisdom check using a gaming set
- **Exaggerated Assurance**—a Charisma (Deception) check

A5. I DIDN'T THINK OF THAT

Let's face it—players are creative sorts. They can, and often do, come up with ideas that don't fit neatly into little boxes such as the categories given above. If this happens, use the following guidance to determine success:

Have the players describe the overarching activity and how it might help achieve their objective of assisting Easthaven. Once done, ask each player how they intend to support that activity and determine an ability check based on their response. Then, each character makes their check.

LENDING AID

Just as unity is the theme of this adventure, groups that find they're doing well can lend support to other groups who aren't. Once during part 1, the group can "give" one of their successes to another group in the same town. For example, if the group successfully completes three tasks and receives word that another group has—through a stroke of bad luck—completed only one, they can give the other group one of their own successes.

To facilitate this, the party captain should notify the administrators of their need for support or their willingness to provide it. However, since neither the DM nor the players know precisely what their threshold for success is, they may be hindering themselves in the long run.

TREASURE

If the characters successfully garner **at least one** success, the villagers give each of them a *potion of healing*. If they garner **three** successes, a local child gives the party their favorite toy: a six-sided *charlatan's die*.

DEVELOPMENT: A MOMENTARY LULL

When time is called, complete **handout 3** and instruct the party captain to deliver it to the administrator.

Wait until instructed to proceed to part 2.

FOES AND ALLIES

Estimated Duration: 60 minutes

Pillars of Play: Exploration, social, combat

YOU HAVE SOME FRIENDS, MAYBE?

Now the adventurers have helped place fortifications in their chosen town, they have the opportunity to petition allies to join the good people of Easthaven in the impending battle.

Captain Imdra knows the other towns are unlikely to send people to fight without some persuasion, so she provides information on each town to help the adventurers earn the trust and respect of the townsfolk so they'll send able fighters.

STORY OBJECTIVE B

Convincing one of the Ten-Towns to send their fighters and allies in the defense of Easthaven is **Story Objective B**.

When this section begins, the administrator reads or paraphrases the following to the gathered players:

Now you've fortified the towns, you must persuade the good townsfolk to spread the call for aid to their own allies so we can bolster our forces even more!

A. WHAT CAN I DO FOR YOU?

For this quest, the characters must do a favor for the people of their chosen town in order to convince them to reach out to their own allies and secure their aid for the coming battle.

Ask for DC 13 ability checks and saving throws as needed (made with advantage or disadvantage if forces help or hinder the characters).

CHOOSING A TOWN

Your group must select one encounter (A, B, or C) to aid their chosen town. If time allows, they can attempt additional encounters. Each encounter has multiple paths to success based the pillars of play. Allow your table's playstyle to shine through for this section. Each option's description is intentionally short, leaving room for you to improvise and utilize the skills your players have.

Keep the following in mind as you go:

Timing. Spend **at least 25 minutes** on the first encounter, which leaves enough time to possibly complete a second encounter.

Dice Rolls. The DC for most ability checks and saving throws should be DC 13 unless there are forces hindering or helping the characters.

Social. The NPCs may be reluctant to provide information without being coaxed. You can have the characters do a favor for them, bribe them, coax them to "do the right thing," or utilize some other method. Encourage conversation and creativity.

Exploration. Conditions are extremely perilous due to the Everlasting Rime, which makes it arduous to investigate outdoors or to travel quickly as the characters will tire easily. Constitution saving throws or disadvantage on ability checks are appropriate given the weather. Utilize other ability checks as actions call for them.

Combat. Creatures in the North are known to be as vicious as the environment is harsh and unforgiving, and meals might be few and far between. The people here are similarly distrustful of outsiders and quick to defend themselves.

A1. CAER-DINEVAL

A fisher from Caer-Konig—a rival town, was unlucky enough to run afoul of sharp rocks. He was found with several large knucklehead trout aboard his boat. Now, the fisherfolk of Caer-Dineval want to know his secrets.

Area Information. The boat is wrecked on a bank of sharp rocks in Lac Dinneshere. The wind has picked up and the characters are traveling against it. While traveling there, each character must make a successful Constitution saving throw or gain a level of exhaustion. The boat is sizable and there are many areas to search.

Creature Information. The fisher (a **commoner**) curses and spits at his captors. Unbeknownst to the townsfolk, the fisher enlisted the aid of a **water elemental** to assist in his fishing.

Social. The fisher can be bribed or coerced to share details about the water elemental.

Exploration. Searching the boat eventually yields a journal where the fisher chronicled his good fortune at finding the amulet and his subsequent misfortune at losing it in the lake and trapping the elemental in the hold.

Combat. Presently shut in a compartment used to store fish, a **water elemental** has been helping the fisher. Without an amulet to control the elemental, it lashes out at whoever releases it from captivity.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak or Weak:** Replace one **water elemental** with one **water weird**.
- **Strong:** Add one **water weird**.
- **Very Strong:** Add one **water elemental**.

A2. CAER-KONIG

Speaker Trovus discretely advises the characters that one of the key herbs burned for good fortune has been in short supply since their goliath contact Varak Feastmaker stopped visiting. The speaker suspects foul play and asks the characters investigate.

Area Information. The herb grows in a cave at the bottom of a crevasse near Kelvin's Cairn. Navigating the crevasse is treacherous, but the lack of sunlight and growing storms caused by the Everlasting Rime make it more so—requiring a successful DC 13 group Wisdom (Survival) check to reach the cave. If the check fails, the characters gain a level of exhaustion.

Creature Information. Within the cavern, they discover **Varak** being held prisoner by two awakened **saber-toothed tigers**.

Social. Another goliath druid, Jerith Remorhazbane, was recently spotted in a nearby forest. While she prefers to avoid the townsfolk, their concern for Varak moves her; she may be convinced to help find the missing goliath—warning them of possible traps or identifying signs of large predators in the area.

Exploration. The cavern is easy to find, but Varak has set traps—such as deadfalls and pit traps—to deter trespassers. Each trap requires a successful DC 13 Wisdom (Perception) check to spot, and a successful DC 13 Dexterity check to disable. If a trap triggers, characters within 10 feet must make a DC 13 Dexterity saving throw, taking 7 (2d6) damage of a type appropriate to the trap, on a failed save, or half as much on a successful one.

Combat. The saber-toothed tigers know about the traps and position themselves so as to lure the characters into them.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Replace two **saber-toothed tigers** with two **brown bears**.
- **Weak:** Replace one **saber-toothed tiger** with one **brown bear**.
- **Strong:** Add two **brown bears**.
- **Very Strong:** Add two **saber-toothed tigers** and one **brown bear**.

A3. DOUGAN'S HOLE

The townsfolk don't normally trouble the druids as they pass through Dougan's Hole, but one of the druids has been found lying frozen on the lake ice.

Area Information. The lake ice is slippery and characters moving more than their speed in a single turn must make a successful Dexterity (Acrobatics) check or fall prone. Further, the high winds impose disadvantage on Wisdom (Perception) checks that rely on hearing.

Creature Information. As the characters search for clues, a **banshee** and a **specter**—the spirits of an ancient adventuring party—drawn from their rest by the Everlasting Rime, rise from the ice and attack.

Social. A traveling bard named Kaimi can cast the *speak with dead* spell and may be willing to find out what happened. They're being hosted by Speaker Durmoot for their stay. If the characters convince Kaimi to help, the druid's corpse is able to relay that the last thing they heard before dying was a piercing wail echoing across the Lac. Characters should be able to deduce that a banshee wail killed the druid. The speaker can help if they get stuck (or aren't familiar with banshees).

Exploration. The townsfolk living nearest the Twenty Stones thought they were imagining the ghostly white figures they saw in the hills bordering the Lac. Investigating finds a cave with ancient drawings that reveal the story of a band of adventurers who came to the Frozen North seeking treasure and got caught in a storm, slowly dying off. The final images show their transformation into undead creatures.

Combat. As the characters look for clues, they catch a glimpse of figures in the distance. Drawing nearer, they encounter a **banshee** and a **specter**, remnants of an ancient adventuring party from before this land was settled, who've been drawn out by the Everlasting Rime.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove one **banshee**.
- **Weak:** Remove one **specter**.
- **Strong:** Add one **specter**.
- **Very Strong:** Add one **banshee**.

A4. GOOD MEAD

Walking through Good Mead, the droning of the bees that produce honey for the town's namesake drink is a constant presence. Recently, hives near the outskirts of Good Mead have been vandalized.

Social. The town's children flit from house to house collecting honey to take to the mead house. Several of the children have found bits of white fur and feathers near the destroyed hives and recognize them as a snowy owlbear's.

Exploration. Setting up defenses to help protect the town borders would garner a lot of goodwill from the townsfolk. Knowledge of nature and crafting skills definitely come in handy with this chore! Defenses can take numerous forms, such as barricades, traps, spells, etc.

Combat. As the characters talk to the chief beekeeper, two **snowy owlbeats** emerge from the woods, their faces sticky with honey.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Replace two **snowy owlbeats** with one **polar bear**.
- **Weak:** Replace one **snowy owlbear** with one **polar bear**.
- **Strong:** Add one **brown bear**.
- **Very Strong:** Add one **snowy owlbear**.

B. THE FOE OF MY FRIEND

For this quest, the characters must prove themselves by confronting the enemies of their chosen town. Through this action, they garner the goodwill of their town so that it calls on its allies to join the coming battle.

B1. CAER-DINEVAL

Speaker Siever has received numerous reports of a devil showing up in houses throughout the town. He believes cultists of Levistus from Caer-Konig summoned this devil to terrorize his town.

Social. Caer-Dineval's militia has captured a known faithful of Levistus. She knows where the summoning circle that was used to bring forth the devils is and can complete the ritual to banish the existing devils back to the Nine Hells. For the right price of course.

Exploration. There's a small shrine to Levistus midway between Caer-Dineval and Caer-Konig which may provide answers to the current troubles. Finding the shrine is difficult in the storm but once there, tracks leading to the summoning circle can be found with a successful DC 15 Wisdom (Perception) check. Destroying the circle prevents any more devils passing through.

Combat. Presently, three **imps** have been showing up in various houses, breaking furniture and stealing the townsfolk's belongings. Eliminating them would at least temporarily solve the problem.

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 **imp**.
- **Strong:** Add one **spined devil**.
- **Very Strong:** Add one **barbed devil**.

B2. CAER-KONIG

Recent raids on the folk of Caer-Konig have left them bitter and feeling even more disconnected from the other Ten-Towns.

Social. The dwarves of the Dwarven Valley may be able to help broker peace between the folks of Caer-Konig and the duergar. Speaker Trovus must be convinced to provide something of value in exchange for this peace treaty though, and the duergar must be convinced the trade is worthwhile for them.

Exploration. A nearby dwarven mine system is rumored to have been overtaken by duergar. Investigating the mine system uncovers a workshop where the duergar have been creating constructs. If the workshop is destroyed or the mines caved in, the duergar won't have such a convenient base of operations.

Combat. A scout spotted two **duergar** and a **duergar hammerer** making their way toward the town under the cover of storm and darkness.



ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove two **duergar**.
- **Weak:** Remove one **duergar**.
- **Strong:** Add two **duergar**.
- **Very Strong:** Add two **duergar** and two **duergar hammerers**.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove two **dire wolves**.
- **Weak:** Remove one **dire wolf**.
- **Strong:** Replace two **dire wolves** with two **winter wolves**.
- **Very Strong:** Replace two **dire wolves** with three **winter wolves**.

B3. DOUGAN'S HOLE

Food has been scarce in Dougan's Hole with the oppressive cold and darkness brought on by the Everlasting Rime. Incursions by wolves stealing the town's few remaining livestock have angered the townsfolk.

Social. The townsfolk of Dougan's Hole have captured two wolf cubs and hope to find some way to strike a bargain in order to stop their town from being raided. A trapper family known to commune with the local wolves live in the nearby mountains.

Exploration. Setting up defenses to help protect the town borders would garner a lot of goodwill from the townsfolk. Knowledge of nature and crafting skills definitely come in handy with this chore! Defenses can take numerous forms, such as barricades, traps, spells, etc.

Combat. Two **dire wolves** and four **wolves** attacked Mirabella's henhouse last night, and she's asked for help keeping watch tonight.

B4. GOOD MEAD

Giant spiders and other deadly creatures infest the woods neighboring Good Mead and the townsfolk must remain vigilant to protect their crops and their beehives. It's said there are giants who can command these creatures, but most believe that to be a myth.

Social. A stone giant druid lives in the nearby mountains, but he generally keeps to himself. It may be possible to talk him into assisting Good Mead with their current predicament.

Exploration. Setting up defenses to help protect the town borders would garner a lot of goodwill from the townsfolk. Knowledge of nature and crafting skills definitely come in handy with this chore! Defenses can take numerous forms, such as barricades, traps, spells, etc.

Combat. A hunter from Good Mead has gotten caught up in the webbing at a spider colony and four **giant spiders** are closing in on her.



ADJUSTING THIS ENCOUNTER

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

- **Very Weak or Weak:** Remove two **giant spiders**.
- **Strong:** Add one **snowy owlbear**.
- **Very Strong:** Add two **snowy owlbears**.

C. THE FRIEND OF MY FRIEND

For this quest, the characters must directly appeal to the allies of their chosen town in order to convince them to lend their aid in the coming battle.

C1. CAER-DINEVAL

The people of Caer-Dineval have a unique relationship with the Reghed tribes of Icewind Dale. This unlikely alliance dates to the Battle of Icewind Dale when Caer-Konig was given to the barbarians.

Social. The Wolf Tribe has a tradition of sharing in a hunting challenge with the folk of Caer-Dineval. The characters have been invited to participate in this season's challenge. Appoint one person to help judge the skill challenges as the village's representative while the others participate.

Exploration. A massive avalanche has cut off passage to one of the Bear Tribe camps. Navigating through the mountains on a rescue mission in the storm and darkness is perilous at best.

Combat. The Elk Tribe sent a missive warning Caer-Dineval about two **yetis** sighted in the hills nearby so that the townsfolk might seek shelter.

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 **yeti**.
- **Strong or Very Strong:** Add one **yeti**.

C2. CAER-KONIG

The Spine of the World is home to many goliath clans, but there are those who choose to live outside the clans. Caer-Konig, situated at Icewind Pass, has struck up an alliance with several of these goliaths as a small measure of protection.

Social. Mishkra Thundercaller lives in the mountains south of Ten-Towns. She's well-respected among most of the clanless goliaths and can send a call for aid if she's convinced the characters have the best interests of Caer-Konig at heart, or if she's enlightened as to the extent of the danger at hand.

Exploration. A massive avalanche has cut off passage to a camp several goliaths were at. Navigating through the mountains on a rescue mission in the storm and darkness is perilous at best.

Combat. Some goliath clans have become hostile toward those who strike out on their own since the Everlasting Rime started. Raiding parties have been seen trying to kidnap goliaths in an attempt to force them to rejoin a clan. These two **goliath berserkers** in particular are said to be ruthless.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove one **goliath berserker**.
- **Weak:** Replace one **goliath berserker** with one **goliath scout**.
- **Strong:** Add one **goliath berserker**.
- **Very Strong:** Add two **goliath berserkers**.

C3. DOUGAN'S HOLE

With all the druidic visitors passing through to visit the Twenty Stones of Thruun, the townsfolk have learned a handful of skills from them. Chief among those is the ability to commune with the elementals living in the Redwaters.

Social. The town possesses an amulet that can be used to summon an elemental, but it's only to be used in emergencies. If the characters summon an elemental, they have an uphill battle to convince it that any fight on land is worth getting involved with.

Exploration. Traveling to the underwater cavern where several elementals reside is a journey that risks life and limb for most. Extreme cold, stormy weather, unstable ice formations, and water cold enough to kill a person, are all potentially deadly obstacles. Showing up to treat with the elementals in person would garner unheard of levels of respect though.

Combat. Two **deep scions** have been attacking fishermen on the Redwaters, and the attacks are being blamed on elementals.

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 **deep scion**.
- **Strong or Very Strong:** Add one **deep scion**.

C4. GOOD MEAD

Mischievous elementals of the forest, the chwingas have long inhabited the area near Good Mead. The townsfolk's propensity to leave gifts for the "forest spirits" has generated goodwill with the chwingas, who view the inhabitants of Good Mead with a measure of affection.

Social. It's customary to make an offering to the forest spirits for good fortune. The characters have the opportunity to speak with the townsfolk and gather supplies to make a basket of offerings to deliver to the forest.

Exploration. Finding chwingas is a tricky business since they usually only show themselves fleetingly. The characters can work together to plan how to entice or humanely trap a chwinga so one of the townsfolk can commune with it. Keep in mind the chwinga are Tiny and mischievous creatures, delighting in pranks.

Combat. Two **snowy owlbeats** have been wreaking havoc in the forest since the Everlasting Rime began, disturbing the relative peace that the chwingas enjoy.



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 **snowy owlbear**.
- **Strong or Very Strong:** Add one **snowy owlbear**.

TREASURE

Upon concluding this section, the town speaker (or Fef in the case of Good Mead), grateful for their efforts, provides the characters with a *potion of healing*.

DEVELOPMENT

When time is called, complete **handout 4** and instruct the party captain to deliver it to the administrator.

The characters gain the benefits of a short rest upon returning to Easthaven after a hard march back.

Wait until instructed to proceed to part 3.

TOOTH AND CLAW

Estimated Duration: 90 minutes

Pillars of Play: Combat

FIGHTING FOR EASTHAVEN

With fortifications in place and allies secured, the Captain has called for everyone to rally at Easthaven so final battle plans can be drawn up. A fearsome storm is brewing which promises to make this battle one for the ages.

This section plays out in several parts and the players' actions have a direct effect on the tides of battle by participating in special tables to defend each of the four towns from the previous sections.

Every 15 minutes, HQ makes a status announcement and calls for a band of volunteers to move to a special table to defend a town. These tables are managed by HQ. If the town falls, the benefit gained from their ally (if that ally was gained in part 2) no longer applies for all tables after the next 15-minute status update. Weather conditions and effects are announced during these updates. **Refer to appendix A for the creatures used in part 3.**

A roaming NPC enters the fray after the first 15 minutes of this section, traveling from table to table until they're defeated. At the end of part 3, scores are tallied, and Easthaven's fate declared.

STORY OBJECTIVE C

Protecting Easthaven from the invading forces is **Story Objective C**.

THE BATTLE BEGINS

When this section begins, the administrator reads or paraphrases the following to the gathered players:

As the storm gathers above the tundra, the brave defenders of Ten-Towns stand gathered, prepared to face the coming onslaught. With the Redrun at your back as a final line of defense, you square up with your fellow defenders and look to the eastern skyline as the first line of enemies comes into view.

FRIENDSHIP HAS ITS BENEFITS!

Depending on the successes of the collective groups participating in the adventure, your group may have earned one or more benefits extended to them during this battle. The event administrators will announce which benefits are available for the characters' use.

Once during part 3, each character can use the benefit granted by each ally:

Chwingas Charms. The character can reroll one ability check, attack roll, or saving throw, but must use the result of the roll.

Fluid Movement. The character can move up to their speed without provoking opportunity attacks.

Totemic Rage. The character has resistance against bludgeoning, piercing, or slashing damage from one melee or ranged weapon attack.

Hunter's Salvo. The character can call in a salvo from a group of goliath archers, targeting a point that they can see within 60 feet. Each creature within 5 feet of that point must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) piercing damage.

AREA INFORMATION

Refer to the map in **appendix B**. The following conditions impact this fight:

Lighting. The sunlight supernaturally dampened, the area is considered dark, though a number of bonfires have been placed on the shore—shedding bright light in a 20-foot radius and dim light for an additional 20 feet. The only light that exists outside of these areas is that which the characters provide.

Weather. The snowfall and winds hamper combatants during this encounter. The following weather conditions may be added to the adventure, at the DM's discretion:

Extreme Cold. When reinforcements are called for by the administrator, all players must make a successful DC 10 Constitution saving throw or gain a level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing dry cold weather gear and creatures naturally adapted to the cold environment.

Heavy Precipitation. Due to the heavy snowfall, the area is considered lightly obscured. Creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight.

Frigid Water. If a creature falls through (or is pulled under) the ice, until they've changed into dry clothes, the creature must make a successful DC 10 Constitution saving throw every minute (10 rounds) or gain a level of exhaustion. Creatures resting near a fire make this saving throw with advantage, while those with resistance or immunity to cold damage, as well as creatures naturally adapted to living in icy water, automatically succeed on their saving throw.

Slippery Ice. When a creature steps onto the ice or starts its turn there, they must make a successful DC 10 Dexterity (Acrobatics) check or fall prone.

Thin Ice. The ice on the Redrun has a weight tolerance of 300 pounds per 10-foot-square area. If that limit is exceeded, the ice in that area breaks and all creatures in the area fall through. The ice remains broken for the remainder of combat.

CREATURE INFORMATION

The first enemies to come into view are one **dire wolf**, four **wolves**, and one **brown bear**. In combat, the wolves attack the same target (typically the character who looks capable of providing the best meal). The brown bear is a smarter combatant, and it runs toward the rear to engage ranged combatants.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove two **wolves** and one **brown bear**.
- **Weak:** Remove two **wolves**.
- **Strong:** Add two **dire wolves** and one **brown bear**.
- **Very Strong:** Add three **dire wolves** and two **brown bears**.

REINFORCEMENTS ARRIVE

As the first group of defenders peel away to defend the outlying towns from secondary assaults, the main line of enemies continues to bear down on the forces massed at Easthaven. This manifests as additional waves of foes, added to the fight at times called for by the administrator.

The difficulty of each wave is adjusted by two factors. These include the gathered parties' success in fortifying the other four towns, as well as party strength. DMs should refer to **Appendix A: Reinforcements Table** for the creatures and their quantities to be added during each wave, along with strategies.

WANDERING GIANT

Starting during the second wave, **Tolvmeter**, the verbeeg marauder, wanders from table to table, staying for a single round of combat at each table until they're reduced to 0 hit points. A special magic item (a *pole of angling*) is earned by the table that dealt the most damage to Tolvmeter—played by an administrator.

DEVELOPMENT

When time is called, complete **handout 5** and instruct the party captain to deliver the report to the administrator.

After this section ends, administrators tally the scores and make the final announcement. Please take this time to fill out logsheets with your players.

WRAP-UP: AS THE DUST SETTLES

EASTHAVEN IS SUCCESSFULLY DEFENDED

When this section begins, the administrator reads or paraphrases the following to the gathered players:

As the sun rises over the battlefield, the extent of the carnage assaults your vision. The bodies of people and beasts lie everywhere, life robbed from them by the violence of the night prior. You sigh wistfully at the entrance of the traditional Reghed mead hall erected in honor of the brave defenders of Easthaven.

Takoda comes outside, their breath clouding and floating off on the light breeze. "Your friends. They wait for you inside. And it's almost time to tell your tale of battle." You muster a half smile before ducking back into the mead hall with Takoda. You know safety is only temporary in Icewind Dale—as are alliances between the Ten-Towns. You might as well take a night to enjoy how things should be before they return to how things are.



If you're running this adventure during the Season 10 storyline or as part of the Icewind Dale storyline, add the following:

This night has lasted for months. You hope the adventurers seeking an end to the Everlasting Rime find a solution, and soon. Nature itself seems to be turning against you, in ways it never has before. Can those heroes save the people and natural beauty of Icewind Dale?

Each hero gains the **Defender of Easthaven** story award.



DEFENDER OF EASTHAVEN

Among other skilled warriors, you successfully defended Easthaven, along with one of the other towns in the adventure.

EASTHAVEN FALLS TO THE BEASTS

When this section begins, the administrator reads or paraphrases the following to the gathered players:

With much hesitation, you abandon your position. You regroup at the rally point north of Good Mead and begin the treacherous march to Bryn Shander. Many lives were lost today—both animal and person—and more will be lost on the march. It'll be years before the southernmost Ten-Towns rebuild and grow past the trauma of these weeks.

But that's the most magical part of the Ten-Towns. Despite the occasional horrors experienced, their villages are as stubborn as the frigid tundra surrounding them. The towns of Dougan's Hole, Good Mead, Caer-Konig, Caer-Dineval, and Easthaven will rebuild.

If you're running this adventure during the Season 10 storyline or as part of the Icewind Dale storyline, add the following:

This night has lasted for months. You hope the adventurers seeking an end to the Everlasting Rime find a solution, and soon. Nature itself seems to be turning against you, in ways it never has before. Can those heroes save the people and natural beauty of Icewind Dale?

Each hero gains the **Warrior of the Snowy Night March** story award.



WARRIOR OF THE SNOWY NIGHT MARCH

You served in the military force that fell to the onslaught of intelligent animals outside Easthaven, an animal army that also decimated Dougan's Hole, Good Mead, Caer-Konig, and Caer-Dineval.

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 that 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 C**:

- *Bracers of archery*
- *Chardalyn earring (headband of intellect)*
- *Charlatan's die*
- *Pole of angling*
- *Potion of healing*

STORY AWARDS

The characters may earn the following story awards, described in **appendix C**:

Defender of Easthaven

Warrior of the Snowy Night March

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:

CAPTAIN IMDRA ARLAGGATH (IM-DRAW AR-LAH-GATH)

A native of Bremen, and rugged survivor of several conflicts, the Captain (as she prefers to be called) sports a tailored coat and a fur hat. She's rarely seen without a steaming cup of hot kaeth. The militia captain is well respected in Easthaven, even more so than the speaker. Her manner is forthright and honest, and she displays a strong disposition to doing right by her people and to preserving the peace of her town.

Characters and NPCs alike are denied flowery words and fine social graces from the Captain. She has the matter-of-fact demeanor and fierce resolve of an experienced combat leader. The Captain is friendly enough, but should their characters become belligerent, inform players that the Captain is likely clean their clock and call it "setting a positive example for the townsfolk" while doing so.

What They Want. The Captain wants to save her town, and she sees these spring-green adventurers as her best shot doing it.

Stalwart Soldier. "Easthaven isn't perfect, but it's home—and I won't give up a damn inch of it."

TAKODA HUTHRASCHILD (TUH-KOE- DUH HUTH-RUHZ-CHILD)

A native of Bremen, Takoda has known the Captain for a long time and held her in both affection and contempt over the years—largely depending on what their particular stance was on issues the two have faced together. When Takoda witnessed an army comprised of intelligent animals led by a giant, they went to Easthaven to warn their friend.

Many years ago, the town of Bremen was devastated during the war against Kessel the Wizard. Elk King Wulfgar resettled many of his people in Bremen, where they lived in peace with the survivors, from which Takoda is descended. Takoda feels it's their duty to keep the Elk Tribe's culture alive, teaching the Reghed language, recipes, stories, and beliefs to the next generation.

What They Want. Takoda follows the imperatives of the ancestor and nature spirits their people revere. These honorable traditions require Takoda lend aid to the Captain, plus Takoda feels some degree of familial affection for her.

Memory of the People. "It's our sacred duty to maintain our tribal traditions, young calves. That way, we renew our connection to the land, and hearten the spirits of our ancestors in the Worlds Beyond."



ROARK (ROE-ARK)

Rugged and middle-aged, Roark maintains his pub, The Uphill Climb, despite recent struggles sourcing mead and ale. His business remains prosperous in spite of the shortage, as Roark often lacks spare beds to rent.

Speaker Crannoc Siever is detached and busy, and he refuses the adventurers an audience. Roark is happy to connect the adventurers with the militia leaders, give ideas for ways the adventurers can help the village, and provide a bowlful of steaming chowder when the characters need some warmth. Roark believes if the adventurers do good for Caer-Dineval, the citizenry can convince the speaker to assist Easthaven.

What They Want. Roark sees the value of assisting Easthaven, and he believes the villagers would also see the advantage of the fight happening OVER THERE, if convinced properly. Doing that would mean no damage to the town, including The Uphill Climb.

Thankful Host. “Hey, you’re doing me a favor. The least I can do is put a good meal in your belly, and nothing tastes better during Dale darkness than fresh chowder.”

SPEAKER TROVUS (TROE-VUS)

A former adventurer, Trovus has taken to bundling against the cold and patrolling the town at night for thieves and other ne’er-do-wells. Trovus is given to reminiscing about the past and reliving his glory days of combat and treasure.

Trovus is painfully aware his life lacks excitement and direction since retiring from his heroic days. If the characters convince him, Trovus excitedly throws his leadership and assistance behind the defense of Easthaven.

What They Want. Trovus wants to see Caer-Konig returned to its former glory, but more than that, Trovus wants the fire of heroism restoked in his heart.

Fond Memories. “This reminds me of the time we descended into the old cave where Wulfgar slew Iceingdeath. We got some treasure, but we had to escape a particularly hungry remorhaz . . .”

SPEAKER EDGRA DURMOOT (ED-GRUH HUHR-MOOT)

Distrustful of outsiders, Speaker Edgra Durmoot is a tough nut to crack. Wearing the worn, multilayered clothes of a peasant, she has no air of privilege. Her town has little of late.

The speaker of Dougan’s Hole musters the fewest number of citizens to assist in any task. This isn’t due to unwillingness—it’s because the town is in the direst situation and can least afford diverting efforts from providing for their basic needs.

What They Want. Food has been hard to come by in Dougan’s Hole during the Everlasting Rime. The speaker would grudgingly accept any sort of assistance, as it might free up her people to build up more provisions.

Intractable as Stone. “You want our help? You have to prove yourself first, and nothing you can say will convince me otherwise.”

FEF MORYN (FEF MOR-IN)

A local trapper, Fef has asked for help from adventurers in the past. Fef is built for strenuous work, and his ready smile and charismatic aloofness are often mistaken for simplemindedness. Fef is generally well-respected in town and has a wild streak as pronounced as his waist-length dreadlocked hair.

What They Want. Fef Moryn wants things to return to normal. That’s all, really. Then Fef could return to the things he loves most—freedom, nature, and laughing infectiously. But he can’t resist the heroes’ request for help.

Kindhearted Innocent. “Hey, you’re new around here. Need help finding your way? What, your wagon wheel broke? Let me look at that for you.”

FORTARARAVKOTT (FOR-TARR-ARR-RAHV-KOT)

A skilled winter wolf tactician, Fortararavkott (or “Devourer of Flesh” in Common) assembled and leads the awakened animals against the towns of the two-legs. She’s made the verbeeg Tolvmeter her “pet,” a relationship she uses to mislead two-legs who mistakenly believe she serves the giant. She wears an earring made of chardalyn, which houses some of the sinister influence of the *Crenshinibon* and makes her unusually intelligent.

What They Want. Fortararavkott leads the animal army not for glory, but because the extended winter has made prey hard to find for the predators of Icewind Dale. This is a fight to feed her pups, and Fortararavkott leads her army because her family’s lives depend on it.

Savvy Thinker. “You can’t possibly think me that foolish.”

TOLVMETER (TOLE-MEE-TUR)

Ever an enterprising giant, Tolvmeter joined the army of awakened beasts as a lieutenant to their leader Fortararavkott. Their arrangement allows the beasts to eat their fill, while Tolvmeter loots valuables which the animals would have no use for. Thus far, it’s been a very profitable arrangement for the verbeeg.

What They Want. Tolvmeter is motivated by simple greed. He wants to collect as many valuables from the decimated towns as possible. Being violent is just icing on the cake.

Opportunistic Looter. “This is pretty nice, boss. How much do you figure it’s worth?”

CREATURE STATISTICS

The following creatures appear in this adventure:

AUROCHS

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 38 (4d10 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Charge. If the aurochs moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

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

BANSHEE

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

ACTIONS

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her than can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

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.

DEEP SCION

Medium humanoid (shapechanger), neutral evil

Armor Class 11
Hit Points 67 (9d8 + 27)
Speed 30 ft. (20 ft., swim 40 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3, Cha +4
Skills Deception +6, Insight +3, Sleight of Hand +3, Stealth +3
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Common, thieves' cant
Challenge 3 (700 XP)

Shapechanger. The deep scion can use its action to polymorph into a humanoid-piscine hybrid form, or back into its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

Amphibious (Hybrid Form Only). The deep scion can breathe air and water.

ACTIONS

Multiattack. In humanoid form, the deep scion makes two melee attacks. In hybrid form, the deep scion makes three attacks: one with its bite and two with its claws.

Battleaxe (Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Psychic Scream (Hybrid Form Only; Recharges after a Short or Long Rest). The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the deep scion's next turn. In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

DUERGAR

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)
Hit Points 26 (4d8 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

DUERGAR HAMMERER

Medium construct, lawful evil

Armor Class 17 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Dwarvish but can't speak
Challenge 2 (450 XP)

Engine of Pain. Once per turn, a creature that attacks the hammerer can target the duergar trapped in it. The attacker has disadvantage on the attack roll. On a hit, the attack deals an extra 5 (1d10) damage to the hammerer, and the hammerer can respond by using its Multiattack with its reaction.

Siege Monster. The hammerer deals double damage to objects and structures.

ACTIONS

Multiattack. The hammerer makes two attacks: one with its claw and one with its hammer.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) bludgeoning damage.

Hammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage.

ELEPHANT

Huge beast, unaligned

Armor Class 12 (natural armor)
Hit Points 76 (8d12 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 4 (1, 100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 19 (3d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. **Hit:** 22 (3d10 + 6) bludgeoning damage.

GIANT OWL

Large beast, neutral

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

Challenge 1/4 (50 XP)

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

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

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

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

Languages —

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage).

GOLIATH BERSERKER

Medium humanoid (goliath), 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)

Damage Resistances cold

Senses passive Perception 10

Languages Giant

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.

GOLIATH SCOUT

Medium humanoid (goliath), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Damage Resistances cold

Senses passive Perception 15

Languages Giant

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

PLESIOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

POLAR BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

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

ACTIONS

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

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

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

SABER-TOOTHED TIGER

Large beast, unaligned

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

SNOWY OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

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

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

SPECTER

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP)

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

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	12(+1)	11(+0)	14(+2)	8(-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

ACTIONS

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

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

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

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

SWARM OF RAVENS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 24 (7d8 – 7)

Speed 10 ft., fly 50 ft.

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

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 15

Languages —

Challenge 1/4 (50 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 raven. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Beaks. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

TWO-HEADED PLESIOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (–4)	12 (+1)	5 (–3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

Two Heads. The plesiosaurus has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Multiattack. The two-headed plesiosaurus makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (–3)	10 (+0)	8 (–1)

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

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 13 (2d8 + 4) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 14 Strength check.

WATER WEIRD

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

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

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

Senses blindsight 30 ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

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.

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DDEP10-01 Terror in Ten Towns

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

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

ACTIONS

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

YETI

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Yeti

Challenge 3 (700 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

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

ACTIONS

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

HANDOUT 1: TEN-TOWNS IN A NUTSHELL

This handout provides the players with information about the four towns in need of aid.

CAER-DINEVAL

*Friendliness ** Services * Comfort **

Population: 100

Leader: Speaker Crannoc Siever (lawful neutral human **commoner**) speaks for the townsfolk. A bully who shouts and uses theatrics to make his point, he's reportedly been ill for months and rarely makes public appearances nowadays.

Militia: Caer-Dineval can muster up to 25 combatants in defense of the town.

Heraldry: A dark-blue field, superimposed with a white stone watchtower (three merlons, two crenels) and a red fish facing right beneath the tower—representing the town's vigilance, harbor, and proud fishing tradition.

Hallmarks: Fishing, fortifications

Rivals: Caer-Konig, Easthaven

CAER-KONIG

*Friendliness ** Services ** Comfort ****

Population: 150

Leader: Speaker Trovus (neutral good silver dragonborn **veteran**), a retired adventurer, represents the town. Trovus won the hearts of his fellow townsfolk with his brawn and good humor, though he's too blunt to be a good politician and drinks too much.

Militia: Caer-Konig can muster up to 25 combatants in defense of the town.

Heraldry: A white fish rising from the center bottom of a dark-blue field, which has a white border on all sides but its bottom. The fish signifies the local fishing trade, while the broken border represents the snow and harbor surrounding the town.

Hallmarks: Fishing, strong dwarven ale

Rivals: Caer-Dineval, Easthaven

DOUGAN'S HOLE

*Friendliness * Services * Comfort **

Population: 50

Leader: Speaker Edgra Durmoot (neutral human **scout**), a plainspoken trapper getting on in years, speaks for the townsfolk. She seldom attends meetings of the Speakers' Council.

Militia: Dougan's Hole can muster up to 12 combatants in defense of the town.

Heraldry: A gray, pillar-like monolith rising from a dark-blue field, set against a sky-blue field, above two crossed silver fish, their scaly bodies forming an X, their heads at upper left and upper right. The monolith signifies local mystery, while the fish represent the bounty of Redwaters.

Hallmarks: Fishing, ancient megaliths

Rival: Good Mead

GOOD MEAD

*Friendliness ** Services * Comfort ***

Population: 100

Leader: None. Speaker Kendrick Rielsbarrow was killed by a verbeeg, leaving the town leaderless. Efforts are under way to replace him.

Militia: Good Mead can muster up to 20 combatants in defense of the town.

Heraldry: A dark-brown mug made of a cutoff section of horn with an antler handle, upright and centered on a white field, representing the town's mead exports and its cold, snowy climate.

Hallmarks: Mead, bee husbandry.

Rivals: Caer-Dineval, Caer-Konig.

HANDOUT 2: CHOSEN TOWN

This handout is used to indicate which town the group's chosen to fortify. The party captain submits it to the administrator at the end of the **Call to Action**.

GROUP #

GROUP NAME

CHOSEN TOWN

HANDOUT 3: FORTIFYING THE TOWN

This handout is used to indicate whether the group successfully fortified their chosen town. The party captain submits it to the administrator at the end of **part 1**.

GROUP #

GROUP NAME

CHOSEN TOWN

FORTIFIED?

HANDOUT 4: SECURING AID

This handout is used to indicate whether the group secured the aid of their chosen town. The party captain submits it to the administrator at the end of **part 2**.

GROUP #

GROUP NAME

CHOSEN TOWN

AID SECURED?

HANDOUT 5: DEFENDING EASTHAVEN

This handout is used to indicate whether the group was successful in defending Easthaven. The party captain submits it to the administrator at the end of **part 3**.

GROUP #

GROUP NAME

CHOSEN TOWN

EASTHAVEN DEFENDED?

HANDOUT 6.1: TOWN DESCRIPTION

—CAER-DINEVAL

CAER-DINEVAL IN A NUTSHELL

Friendliness ** Services * Comfort *

Population: 100

Leader: Speaker Crannoc Siever (lawful neutral human **commoner**) speaks for the townsfolk. A bully who shouts and uses other theatrics to make his point, he's reportedly been ill for months and rarely makes public appearances nowadays.

Militia: Caer-Dineval can muster up to 25 combatants in defense of the town.

Heraldry: A crenelated stone watchtower (three merlons, two crenels) on a dark blue field, with a horizontal red fish facing right beneath the tower, representing the town's vigilance, harbor, and proud fishing tradition.

Hallmarks: Fishing, fortifications

Rivals: Caer-Konig, Easthaven

The affected town most remote from Easthaven, Caer-Dineval sports an established militia as well as a stone fortress. The town has a reputation for skilled fishers, even by Ten-Towns standards.

CONTACT: ROARK (ROE-ARK)

Lawful good human commoner

Rugged and middle-aged, Roark maintains his pub, The Uphill Climb, despite recent struggles sourcing mead and ale. His business remains prosperous in spite of the shortage, as Roark often lacks spare beds to rent.

The town's speaker, Crannoc Siever, is detached and busy, and he refuses the adventurers an audience. Roark is happy to connect the adventurers with the militia leaders, give ideas for ways the adventurers can help the village, and provide a bowlful of steaming chowder when the characters need some warmth. Roark believes if the adventurers do good for Caer-Dineval, the citizenry can convince the speaker to assist Easthaven.

What They Want. Roark sees the value of assisting Easthaven, and he believes the villagers would also see the advantage of the fight happening OVER THERE, if convinced properly. Doing that would mean no damage to the town, including The Uphill Climb.

Thankful Host. "Hey, you're doing me a favor. The least I can do is put a good meal in your belly, and nothing tastes better during Dale darkness than fresh chowder."

CORE TASKS FOR CAER-DINEVAL

The details below may offer players insight on how their characters could assist Caer-Dineval fortify against assault.

BUILDING FORTIFICATIONS

Exceptional among the Ten-Towns, Caer-Dineval houses a potent stone fort. Characters may assist in building further fortifications through construction of battlefield obstacles, expanding battlements, and repairing and reinforcing the walls.

GATHERING PROVISIONS

Caer-Dineval pulls much of their food from Lac Dinneshere. Fishing and gathering edible seaweeds are viable if the characters can brave the cold waters. There's also ample wilderness, including mountains, which may provide other food sources.

EQUIPPING AND TRAINING DEFENDERS

Caer-Dineval is a community proud of its martial past. Adventurers may be able to capitalize on this culture to quickly ramp up combat preparedness among the citizens, and some might even be willing to take the fight to Easthaven (if only to show other towns how it's done).

BUILDING SUPPORT AMONG THE PEOPLE

Morale is low in Caer-Dineval of late. Heroes tending to the populace's emotional needs find their friendly nature easily rekindled.

I DIDN'T THINK OF THAT (PLAYER CREATIVITY)

Creative players may come up with other ways to assist the town, other than those above. DMs are encouraged to support players in their ideas and help the players make their interactions with Caer-Dineval their own.

ADMINISTRATOR REPORTING (DM USE ONLY)—CAER-DINEVAL

Check the box in front of the task name if successfully completed and turn this sheet in to the administrator at the end of part 1.

Building Fortifications

Gathering Provisions

Equipping and Training Defenders

Building Support

Player Creativity

HANDOUT 6.2: TOWN DESCRIPTION—CAER-KONIG

CAER-KONIG IN A NUTSHELL

Friendliness ** Services ** Comfort ***

Population: 150

Leader: Speaker Trovus (neutral good silver dragonborn veteran), a retired adventurer, represents the town. Trovus won the hearts of his fellow townsfolk with his brawn and good humor, though he's too blunt to be a good politician and drinks too much.

Militia: Caer-Konig can muster about 25 combatants in defense of the town.

Heraldry: A white fish silhouette rising from the center bottom of a dark-blue field, which has a white border on all sides but its bottom. The fish signifies the local fishing trade, while the broken border represents the snow and harbor surrounding the town.

Hallmarks: Fishing, strong dwarven ale.

Rivals: Caer-Dineval, Easthaven.

With a stunning view of Kelvin's Cairn in the distance, Caer-Konig is situated on a slope lowering to Lac Dinneshere, with terraces giving the town a distinctive appearance. Its defensive fortifications have long since crumbled, with the remains of old Fort Konig a reminder of better days past.

Caer-Konig has fallen into trouble of late. The frozen ice has damaged their docks, making it hard to import supplies and export their profitable dwarven ale.

CONTACT: SPEAKER TROVUS (TROE-VUS)

Neutral good silver dragonborn veteran

A former adventurer, Trovus has taken to bundling against the cold and patrolling the town at night for thieves and other ne'er-do-wells. Trovus is given to reminiscing about the past and reliving his glory days of combat and treasure.

Trovus is painfully aware his retired life lacks excitement and direction. If convinced, Trovus excitedly throws his leadership and assistance behind the defense of Easthaven.

What They Want. Trovus wants to see Caer-Konig returned to its former glory, but more than that, Trovus wants the fire of heroism restoked in his heart.

Fond Memories. "This reminds me of the time we descended into the old cave where Wulfgar slew Icingdeath. We got some treasure, but we had to escape a particularly hungry remorhaz."

CORE TASKS FOR CAER-KONIG

The details below may offer players insight on how their characters could assist Caer-Konig fortify against assault.

BUILDING FORTIFICATIONS

Caer-Konig's fortifications once consisted of wooden palisades, but those are long gone. Then, Fort Konig was built, but now lies in ruins. However, there's ample stone and wood to rebuild those fortifications, and wily defenders could build traps to slow invaders' descent down the terraces.

GATHERING PROVISIONS

Caer-Konig gets much of its food from fishing, but caves in the side of the terraces might lead to subterranean sources of food, such as mushrooms and rothé.

EQUIPPING AND TRAINING DEFENDERS

The citizenry looks up to Speaker Trovus. They might be convinced to follow his example and take up bow and spear in defense of their town.

BUILDING SUPPORT AMONG THE PEOPLE

Caer-Konig is a shadow of its former glory. Heroes could remind the villagers of their storied past, and efforts to repair and beautify the town would be well received.

I DIDN'T THINK OF THAT (PLAYER CREATIVITY)

Creative players may come up with other ways to assist the town, other than those above. DMs are encouraged to support players in their ideas and help the players make their interactions with Caer-Konig their own.

ADMINISTRATOR REPORTING (DM USE ONLY)—CAER-KONIG

Check the box in front of the task name if successfully completed and turn this sheet in to the administrator at the end of part 1.

Building Fortifications

Gathering Provisions

Equipping and Training Defenders

Building Support

Player Creativity

HANDOUT 6.3: TOWN DESCRIPTION

—DOUGAN'S HOLE

DOUGAN'S HOLE IN A NUTSHELL

Friendliness * Services * Comfort *

Population: 50

Leader: Speaker Edgra Durmoot (neutral human **scout**), a plainspoken trapper getting on in years, speaks for the townfolk. She seldom attends meetings of the Speakers' Council.

Militia: Dougan's Hole can muster up to 12 combatants in defense of the town.

Heraldry: A gray, pillar-like monolith rising from a dark-blue field, set against a sky-blue field above two crossed silver fish, their scaly bodies forming an X, their heads at upper left and upper right. The monolith signifies local mystery, while the fish represent the bounty of Redwaters.

Hallmarks: Fishing, ancient megaliths

Rival: Good Mead

Dougan's Hole, the smallest and most insular Ten-Town, has called for aid. Dougan's Hole lacks many amenities the bigger towns have, but the citizenry makes up for it with a fierce passion for their town and a desire to prove their worth.

The town's most prominent feature is the Twenty Stones of Thruun. This triangular formation of megaliths has a large stone at its center, and it may be a focus for powerful natural magics.

CONTACT: SPEAKER EDGRA DURMOOT (ED-GRUH DUHR-MOOT)

Neutral human scout

Distrustful of outsiders, Speaker Edgra Durmoot is a tough nut to crack. Wearing the worn, multilayered clothes of a peasant, she has no air of privilege. Her town has little of late.

The speaker of Dougan's Hole musters the fewest number of citizens to assist in any task. This isn't due to unwillingness—it's because the town is in the direst situation and can least afford diverting efforts away from providing for their basic needs.

What They Want. Food has been hard to come by in Dougan's Hole during the Everlasting Rime. The speaker would grudgingly accept any sort of assistance, as it might free up people to gather more provisions.

Intractable as Stone. "You want our help? You have to prove yourself first, and nothing you can say will convince me otherwise."

CORE TASKS FOR DOUGAN'S HOLE

The details below may offer players insight on how their characters could assist Dougan's Hole fortify against assault.

BUILDING FORTIFICATIONS

Dougan's Hole lacks fortifications. However, creative heroes could build traps and fortify individual buildings. They might also be able to capitalize on the Twenty Stones of Thruun at the southern edge of town.

GATHERING PROVISIONS

Dougan's Hole—fishers, as are many Ten-Towns residents—has been losing its dried fish stores to random attacks. These supplies need replenishing, and quickly.

EQUIPPING AND TRAINING DEFENDERS

What Dougan's Hole lacks in numbers, they make up for in passion. Many townfolk live in the community with their family and extended family. Any combatants know they fight not only to maintain the town's honor, but also to maintain their familial line's survival.

BUILDING SUPPORT AMONG THE PEOPLE

Dougan's Hole is hungry, and struggling for survival saps what little energy the town's residents have. Heroes have a great opportunity to change the direction of the town if they can improve its mindset.

I DIDN'T THINK OF THAT (PLAYER CREATIVITY)

Creative players may come up with other ways to assist the town, other than those above. DMs are encouraged to support players in their ideas and help the players make their interactions with Dougan's Hole their own.

ADMINISTRATOR REPORTING (DM USE ONLY)—DOUGAN'S HOLE

Check the box in front of the task name if successfully completed and turn this sheet in to the administrator at the end of part 1.

Building Fortifications

Gathering Provisions

Equipping and Training Defenders

Building Support

Player Creativity

HANDOUT 6.4: TOWN DESCRIPTION—GOOD MEAD

GOOD MEAD IN A NUTSHELL

Friendliness ** Services * Comfort **

Population: 100.

Leader: None. Speaker Kendrick Rielsbarrow was killed by a verbeeg, leaving the town leaderless. Efforts are under way to replace him.

Militia: Good Mead can muster up to 20 combatants in defense of the town.

Heraldry: A dark-brown mug made of a cutoff section of horn with an antler handle, upright and centered on a white field, representing the town's mead exports and its cold, snowy climate.

Hallmarks: Mead, bee husbandry

Rivals: Caer-Dineval, Caer-Konig

Nestled between the Redwaters and a pine forest, Good Mead is named after its top attraction and export. The town has numerous apiaries, and it exports honey (a readily available sweetener that doesn't spoil) and other products made with it. This includes their namesake mead, which they can't produce fast enough to meet demand. The town features a large settlement of people from Chult, who've brought with them artistic, architectural, and cultural styles that stand in beautiful contrast with other towns in the region.

The town's speaker was recently killed by verbeeg, and hasn't been replaced yet. Perhaps the heroes can take a town lacking direction and turn it toward the region's defense?

FEF MORYN (FEF MOR-IN)

Chaotic good human scout

A local trapper, Fef has asked for help from adventurers in the past. Fef is built for strenuous work, and his ready smile and charismatic aloofness is often mistaken for simplemindedness. Fef is generally well-respected in town and has a wild streak as pronounced as his waist-length dreadlocked hair.

What They Want. Fef Moryn wants things to return to normal. That's all, really. Then Fef could return to the things he loves most—freedom, nature, and laughing infectiously—, but he can't resist the heroes' request for help.

Kindhearted Innocent. "Hey, you're new around here. Need help finding your way? What, your wagon wheel broke? Let me look at that for you."

CORE TASKS FOR GOOD MEAD

The details below may offer players insight on how their characters could assist Good Mead fortify against assault.

BUILDING FORTIFICATIONS

Fortifying Good Mead is a critical task. The town currently has no defensive structures, and it's close to a dense forest, which provides invaders with a blind flank to exploit. Good Mead benefits from ample supplies for wooden fortifications, should the heroes oversee the work.

GATHERING PROVISIONS

Trapping, hunting, foraging, beekeeping—all these sources of food are readily available, as is drinking water from the Redwaters. Good Mead could not only store enough food to survive a siege, it could also provide for a siege in Easthaven too.

EQUIPPING AND TRAINING DEFENDERS

Good Mead has a respectable, if small, militia, but suffers without leadership. New militia needs training, and new leaders need to be selected.

BUILDING SUPPORT AMONG THE PEOPLE

The fear of an invasion hits the people of Good Mead hard. They currently lack the leadership to oversee a defense, let alone to aid Easthaven. Heroes providing leadership and comfort to the citizens of Good Mead may be well received.

I DIDN'T THINK OF THAT (PLAYER CREATIVITY)

Creative players may come up with other ways to assist the town, other than those above. DMs are encouraged to support players in their ideas and help the players make their interactions with Good Mead their own.

ADMINISTRATOR REPORTING (DM USE ONLY)—GOOD MEAD

Check the box in front of the task name if successfully completed and turn this sheet in to the administrator at the end of part 1.

Building Fortifications

Gathering Provisions

Equipping and Training Defenders

Building Support

Player Creativity

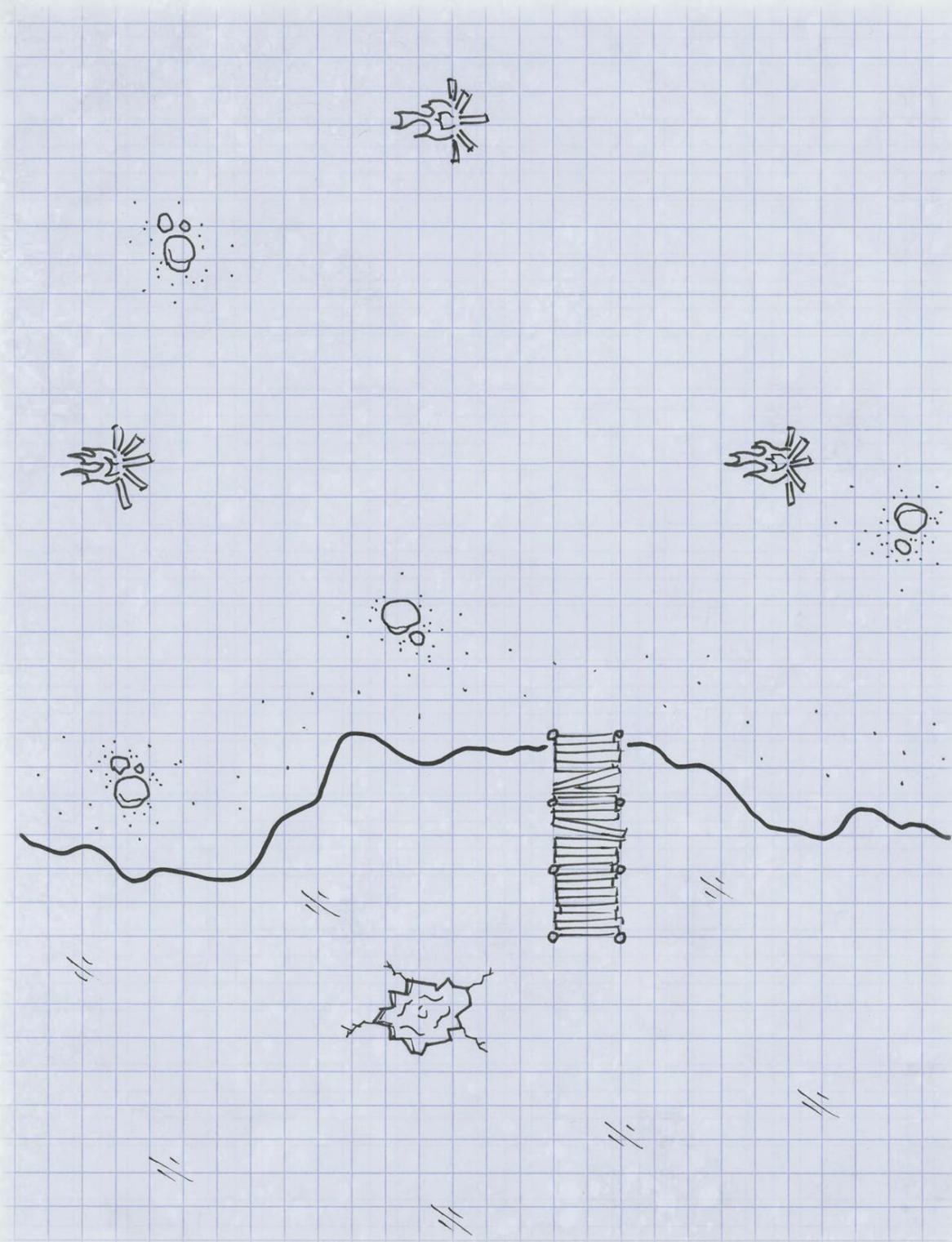
APPENDIX A:

REINFORCEMENTS TABLE

DMs should consult this table when determining the types and quantities of additional enemies to roll into the fight. Unless otherwise specified, these enemies are added to the Reinforcements Zone on the map, farthest from the icy Redwaters. When added, the DM should roll for initiative and place them into the turn order for the next full round.

ADDITIONAL WAVE	SUCCESSFUL FORTIFICATION	UNSUCCESSFUL FORTIFICATION
First Wave (15 minutes after combat begins)	<p>If the fortification of Caer-Konig was successful, expert dwarven sharpshooters dramatically eliminate several of the advancing flying foes, making this combat easier. Add two swarms of ravens, a giant owl, and a charging polar bear leading their attack.</p> <p>Adjusting This Encounter</p> <ul style="list-style-type: none"> • Very Weak: Remove one polar bear. • Weak: Remove two swarms of ravens. • Strong: Add one polar bear. • Very Strong: Add two swarms of ravens, one giant owl, and two polar bears. 	<p>There's no additional support from the expert dwarves of Caer-Konig. Add four swarms of ravens, two giant owls, and a polar bear.</p> <p>Adjusting This Encounter</p> <ul style="list-style-type: none"> • Very Weak: Remove two swarms of ravens and one polar bear. • Weak: Remove two swarms of ravens and one giant owl. • Strong: Add two swarms of ravens and one polar bear. • Very Strong: Add four swarms of ravens, two giant owls, and one polar bear.
Second Wave (30 minutes after combat begins)	<p>If the fortification of Caer-Dineval was successful, trained axe wielders on improvised ice skates engage the sea creatures. Add one plesiosaurus, capable of sensing creatures above the ice and bursting through it without an ability check. Any ice the plesiosaurus bursts through is considered broken. The plesiosaurus takes the opportunity to attack creatures that've backed onto the ice or line the shore.</p> <p>Adjusting This Encounter</p> <ul style="list-style-type: none"> • Very Weak: The plesiosaurus only has 23 hit points. • Weak: The plesiosaurus only has 46 hit points. • Strong: The plesiosaurus has 114 hit points. • Very Strong: Add one plesiosaurus. 	<p>There's no additional support from the icy athletes of Caer-Dineval. Add one two-headed plesiosaurus, capable of sensing creatures above the ice and bursting through it without an ability check. Any ice the two-headed plesiosaurus bursts through is considered broken. The two-headed plesiosaurus takes the opportunity to attack creatures that've backed onto the ice or line the shore.</p> <p>Adjusting This Encounter</p> <ul style="list-style-type: none"> • Very Weak: The two-headed plesiosaurus only has 33 hit points. • Weak: The two-headed plesiosaurus only has 67 hit points. • Strong: The two-headed plesiosaurus has 167 hit points. • Very Strong: Add one two-headed plesiosaurus.
Third Wave (45 minutes after combat begins)	<p>A stampede of powerful creatures headed by a mammoth charges toward the defensive line of militia members. However, the gathered warriors of Dougan's Hole pounce upon the mammoth before it can reach the heroes. Add one urochs to the combat.</p> <p>Adjusting This Encounter</p> <p>Very Weak: The urochs only has 13 hit points. Weak: The urochs only has 27 hit points. Strong: The urochs has 63 hit points. Very Strong: Add one urochs.</p>	<p>The warriors of Dougan's Hole aren't there to help, and the stampeding line of beasts tramples militia underfoot, reaching the adventurers. Add one furry elephant to the combat.</p> <p>Adjusting This Encounter</p> <p>Very Weak: The elephant only has 25 hit points. Weak: The elephant only has 51 hit points. Strong: The elephant has 127 hit points. Very Strong: Add one elephant.</p>
Final Wave (60 minutes after combat begins)	<p>The true leader of the beastly army, Fortararavkott, approaches. Her honor guard depleted by the Good Mead militia's salvos of alchemist's fire; the winter wolf sets her eyes upon the heroes thwarting her master plan.</p> <p>Adjusting This Encounter</p> <p>Very Weak: The winter wolf only has 25 hit points and remove its Cold Breath. Weak: The winter wolf only has 50 hit points, and its Cold Breath has been used. (It must recharge before it can be used again.) Strong: Add one dire wolf. Very Strong: Add two dire wolves.</p>	<p>Fortararavkott and her honor guard stalk the battlefield unhindered, picking off wounded opponents before setting their sights on the heroes. The winter wolf approaches with two dire wolves.</p> <p>Adjusting This Encounter</p> <p>Very Weak: Remove two dire wolves. Weak: Remove one dire wolf. Strong: Add one dire wolf. Very Strong: Add two dire wolves.</p>

APPENDIX B: DUNGEON MASTER MAPS



APPENDIX C:

CHARACTER REWARDS

If found during the adventure, the characters can keep the following magic items; it's suggested you print off a copy for each of your players (crossing out rewards they didn't receive during the session):

MAGIC ITEMS

BRACERS OF ARCHERY

Wondrous item, uncommon (requires attunement)

These fur-lined, rust-colored leather cuffs are crafted in traditional Reghed style, with stylized pictographs of beasts stamped around the outer cuff. Normally used to stabilize the arm during archery and protect from scrapes and cuts, these bracers also magically provide warmth to cold bodies. The wearer suffers no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.

While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

CHARDALYN EARRING (HEADBAND OF INTELLECT)

Wondrous item, uncommon (requires attunement)

This earring is crafted from the unusual material chardalyn, which retains much of the cruel mindset of the *Crenshinibon*. This provides the earring's intellect-boosting properties, but it often whispers notions of grandeur and words of confidence into its wearer's mind and urges them to accumulate more and greater power.

Your Intelligence score is 19 while you wear this earring. It has no effect on you if your Intelligence is 19 or higher without it.

CHARLATAN'S DIE

Wondrous item, common (requires attunement)

This elk-bone die has pips skillfully carved onto it in the shape of humanoid skulls.

Whenever you roll this six-sided die, you can control which number it rolls.

While this die is on your person (no attunement required), you can speak and understand Reghedjic, the traditional language of the Reghed people.

POLE OF ANGLING

Wondrous item, common

This stylish, gold-painted pole has a fabric wrap around the grip for comfort during use. Its wood stays rigid until transformed into a fishing pole, when it gains the suppleness of a masterwork fishing rod. Even while it isn't in fishing pole form, the pole's bearer feels phantom tugs on the end of it.

While holding this 10-foot pole, you can speak a command word and transform it into a fishing pole with a hook, a line, and a reel. Speaking the command word again changes the fishing pole back into a normal 10-foot pole.

The pole glows faintly when within 120 feet of knucklehead trout—making an observant fisher a somewhat wealthier fisher.

POTION OF HEALING

Potion, common

This potion's sweet, red liquid shimmers lazily when agitated. Although the potion behaves like syrup in the vial, it pours as quickly as water.

You regain 2d4 + 2 hit points when you drink this potion.

STORY AWARDS

DEFENDER OF EASTHAVEN

Among other skilled warriors, you successfully defended Easthaven, along with one of the other Ten-Towns in this adventure.

WARRIOR OF THE SNOWY NIGHT MARCH

You served as part of the military force that fell to the onslaught of intelligent animals outside Easthaven, an animal army that also decimated the towns of Dougan's Hole, Good Mead, Caer-Konig, and Caer-Dineval.

APPENDIX D: 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