

FROZEN OFFERINGS

BY PAUL BIMLER



A chance meeting in Targos leads into a dangerous expedition across Icewind Dale in search of a fisher captured by the Brukka tribe—and set to be sacrificed to the white dragon who has terrorized the tribe's village for years.

A Solo Adventure for 7th to 10th Level

INTRODUCTION

Welcome to *Frozen Offerings*, a solo (DM free) adventure written especially for issue 34 of *Dragon+*. This solo adventure is played just like a game book: you read through text entries, make decisions, and are then directed to further text entries, and occasional combat encounters.

Frozen Offerings is set in Icewind Dale, and is designed for a character of 7th to 10th level and a premade sidekick. This sidekick, Thalgar, is introduced during the backstory, and his stat block is located at the end of the adventure text. During combat, you control your character, Thalgar, and any monsters you encounter, making the rolls for all of them. Custom combat sheets at the back of the adventure direct you in how to manage the encounters. If Thalgar becomes unconscious during combat, rather than making death saves, he simply drops to zero hit points. After the encounter finishes (if your character is still alive), Thalgar gains 1 hit point and can heal. If both your character and Thalgar are reduced to 0 hit points, the quest is lost and you must roll up another character and try again!

YOUR CHARACTER

To start, create a character of 7th to 10th level, equipping them with regular starting gear according to class and background. When considering what level to make your character, think about how much of a challenge you would like this adventure to be. Level 7 presents a very tough challenge but is certainly possible—and perhaps fun for those who revel in tactics and testing the effectiveness of various character builds. Choose a higher level (9th or 10th) if you simply want to enjoy the story without your character's fate always teetering on a knife edge.

The author recommends that you create an 8th-level character. This makes for a solid challenge, but not an overwhelming one.

Regardless of level, your character starts with 500 gp + (1d10 × 25 gp) and one uncommon magic item of your choice from the *Dungeon Master's Guide*. If you do not possess the *Dungeon Master's Guide*, use the [System Reference Document](#) or the [D&D Basic Rules](#), both of which are available from the Wizards of the Coast website. You can also use your gold to buy anything you wish from the equipment lists in chapter 5 of the *Player's Handbook*. Take the opportunity to pick up some *potions of healing*, as you're going to need them. A few additional items are listed for purchase at the start of the adventure.

Use point buy or the standard array for your character's ability scores. If you wish to make this quest slightly easier on them (and it has been written to be a significant challenge, with death a very real possibility), you can use the optional rule for taking maximum hit points for your character at each level.

And that's all you need to prepare for this adventure.

PLAYING A SOLO ADVENTURE

Frozen Offerings is similar to many of the author's other adventures, such as [The Tortured Land](#) and [Drums at Dagðerford](#). However, because this is a much

shorter quest, it is more linear than those adventures, which generally provide several possible paths. Still, your choices affect the outcomes of situations and can increase your chances of victory, including such things as befriendng a crucial ally, succeeding on an ability check, or gleaning vital information. At times, your successes might grant you codewords that will be activated later in the adventure, granting you advantage during an encounter or other challenge.

You can take actions as you desire to cast spells, use features and traits, heal your characters, and do anything as normally allowed within the D&D rules. You do not need to be prompted by the text, in or out of combat, to do such things. However, you may not take a rest unless prompted by the text.

This adventure makes use of [Sidekicks Essentials](#) by [Paul Metzger](#), which is available on the Dungeon Master's Guild.

Your Dungeon Master might give you this quest as a side adventure to complete between larger quests, or it can be inserted into a larger solo campaign.

If you wish to embark on this quest with two characters in addition to the provided sidekick, then create those characters at 3rd or 4th level. If you wish to use three characters, make them 2nd or 3rd level. Decide between those levels based on how much of a challenge you want the quest to be. However, be aware that because the adventure is designed for a single higher-level character, playing it with multiple characters might create some balance issues.

Good luck! And may the gods be on your side as you journey through the frozen landscape of Icewind Dale!

FROZEN OFFERINGS

Flurries of snow swirl around you and your traveling companions as your cart rumbles toward the walled city of Targos, which stands defiant against the relentless cold of Icewind Dale. The driver half-turns his head back toward his passengers. "Wolf's Pelt Inn is where you'll be wanting to stay. My cousin Yertram runs it, and he makes the best fish stew in all Ten-Towns. Knucklehead trout. You won't get it fresher anywhere else!"

The gates are quickly opened for the cart and you find yourself in a surprisingly busy little city. The streets of Targos, sheltered by high walls from the relentless winds of Icewind Dale, are home to merchants of every kind plying their trade—fishmongers, blacksmiths, weaponsmiths, tailors, tinkers, makers of survival gear, and more.

The driver drops you at the Wolf's Pelt Inn, and you and several others make your way inside, where a fire pit keeps the interior cozily warm. Starving after a whole

PLAYTESTERS

Frozen Offerings was playtested by the following brave adventurers: Randall Right, Jemma Kline, Simon Henry, Garth Jones, Jessica Laurent, Christopher Logue, Austin Butcher, and Bob Von Gruenigen. A huge thanks to those players for their time and input in making sure this adventure was properly balanced. If you enjoy *Frozen Offerings*, please check out the [author's other products](#) on the DMs Guild.

day's travel, you tuck into a bowl of Yertram's legendary fish stew, and are soon feeling much happier with warm feet and a full belly.

It is not long, however, before curiosity gets the better of you, and you head back onto the streets of Targos for a look around.

While browsing in a weaponsmith's shop, you overhear a conversation between the shopkeeper and a burly looking bearded northerner clad head to toe in thick furs. A huge greataxe is strapped across his back.

"Surely you can spare me one son, Rhia!" the warrior says in a pleading tone. "What about Osrick?"

"I need him here," the middle-aged shopkeeper says flatly. "With Killian dead, I've no one else to help me run the forge and make repairs. You know this. He's sharpened your axe countless times!"

"Rodrick, then. You can spare him."

"He's his own master now, Thalgar! He doesn't live under this roof any more. Runs a boat of his own, and he's out on the lake every day. I doubt he'll be willing to come with you on your fool's errand!"

"Fool's errand?" the warrior growls. "That's my brother you're talking about."

The shopkeeper is quiet for a long moment. Then, in a softer tone, she says. "We both know, Thalgar ... Malgar is probably dead already."

The warrior doesn't reply. He merely turns and slumps toward the door, looking utterly dejected.

"Wait," you say, stepping into his path. The warrior stops, regarding you with a glimmer of hope in his eye. "What's this about your brother?" you ask.

A smile flickers over his face. "My brother Malgar. He's a fisher. Went on an expedition four days ago with a friend. Only the friend returned. And the tale he had to tell ..."

"What happened to him?"

Thalgar sighs deeply, looking at the ground and shaking his head. "Malgar was caught by the Brukka tribe. Savage barbarians. They live on the western shore of Maer Daldon."

"Everyone knows of the Brukka tribe," the shopkeeper chimes in. "They live under the shadow of a white dragon who's been terrorizing their village for years. Cowards, the lot of them. If enough of them got together, they could defeat the thing I reckon, but they're superstitious, those Brukka. They offer one of their old or infirm every month to appease the dragon. But lately ... they've been running low on offerings."

Thalgar nods, confirming the story. "So they've taken Malgar. They justified it by saying he was taking more than his quota of knucklehead. But they've never complained about it before!"

"And you want to rescue him, eh?" you ask.

"I do," Thalgar says fervently.

"And you need help."

"Aye, I do."

There's a pause. Then you shrug. "Well? What's in it for me?" you ask jovially, breaking the silence.

Thalgar frowns, looking at the ground again. "Well, I don't have much gold. But I bet Malgar would be pretty grateful. Probably enough to offer you a share in his business, which is worth something."

The woman coughs. "Not likely," she mumbles under her breath, drawing a scowl from Thalgar.

"I can offer my life savings," Thalgar says. "Close to five hundred gold. Will that do the trick?"

You smile at the warrior. He seems desperate, and you don't doubt he'll pay you the gold to help him rescue his brother. There are no wealthy nobles offering large bounties for quests up in these parts. Just simple people living their simple lives. But lately, you've been itching for a chance to test your adventuring prowess, and there might be loot to be had in a quest against a dragon—even over and above what Thalgar and his brother can offer you.

You treat Thalgar to a wide grin, then clap the warrior on the shoulder. "When do we leave?"

Now go to entry 1 to begin your quest!

ADVENTURE ENTRIES

This section contains the individual entries that will shape your adventure. Each entry narrates the story for your character, and often presents choices and challenges that you undertake. The end of each entry tells you which entry to read next, often sending you to different entries depending on your character's choices.

1. SHOPPING EXPEDITION

Before you depart on your quest to rescue Thalgar's brother from the Brukka barbarians, you might want to pick up some special items in Targos. Peruse the list below and consider what you might like to take with you on your quest. As your time is limited, you will only be able to inspect and purchase three of the following items.

- Snowshoes, two pairs (10 gp)
- Climber's kit (25 gp)
- Snow glasses (5 gp)



- Llama wool undershirt (15 gp)
- Knucklehead oil (15 gp)

As you peruse these items, you start a back-and-forth with one merchant, which seems to irk Thalgar.

“Come on!” Thalgar says. “There is no time to waste shopping. Get the items you need and let’s get to the docks! Utrirr’s boat is leaving soon, and we must not miss it. There might not be another boat leaving today!”

You are eager to take a little time to consider your purchases or haggle with the merchant so that you can get a better price, but Thalgar isn’t helping by rushing you.

To ignore Thalgar’s impatience and haggle with the merchants, turn to entry 30.

To heed Thalgar’s words and depart for the docks, turn to entry 15.

2. RELUCTANT MOUNTS

Despite your best efforts, these horses will not be ridden right now—at least not by you. You abandon this plan and quickly make your way toward the village gate, and out onto the plain.

Go to entry 65.

3. COLD COMFORT

As the sun heats the tundra, you begin to hear a cracking, creaking noise. Too late, you look ahead to where Thalgar is and watch as the ice gives way beneath him, the warrior plunging through it.

Keeping your tread as light as possible, you rush to the hole where Thalgar fell. He’s clinging on to the edge of the ice but is already shaking, his teeth chattering loudly. You need to get him out of the numbingly cold water quickly, then get him warm if he is to survive.

The first task is achieved fairly easily. You haul Thalgar out of the water and the two of you carefully make your way off the ice sheet to the relative safety of the snow. Then you quickly get to work.

Do you possess knucklehead oil or a llama wool undershirt?

If you possess either or both of these items, go to entry 26.

If you possess neither, go to entry 49.

4. UNEXPECTED AID

You watch and wait, noticing one warrior who seems to always linger on the periphery of the hall. Paying close attention to her facial features, you see that she does not laugh when the others do, nor does she always voice her agreement. She seems to have a mind of her own—or at least that’s what you hope.

Slowly, things begin to quiet down in the longhouse, and many of the warriors depart. The one you’ve been watching seems to be sleeping within the longhouse, however, and she beds down nearby.

Cautiously, quietly, you come near, gently grasping her arm. She turns her head toward you, and her eyes immediately go wide with recognition, as if she had been expecting this contact.

“I don’t agree with this superstition. This sacrifice,” she says. “Just so you know.”

You nod urgently, glancing around to make sure your conversation isn’t overheard. “We need help,” you say.

“We have no way of tracking the party that’s taken my friend’s brother to the dragon’s lair.”

Your new ally smiles softly. “It is simple,” she whispers. “Whitetooth is the name of the peak where the dragon Angnath has her lair. Keep that peak in your sights at all times, and you will be following the party. And do not make for the Trident Peak. That will lead you astray.”

Thanking the warrior for this vital information, you return to your bedroll and an expectant Thalgar, quietly relating to him all that you have learned.

To wait until nightfall and then leave the village, turn to entry 69.

To stay the night (taking a long rest) and leave early the next morning, go to entry 14.

5. MYSTERY FIGURE

“What is it?” you ask.

The woman frowns. “The survivor in that boat ... I think I know him. He looks like Thrayn. But no, it can’t be.”

“Why not?”

“Well, Thrayn went missing years ago. He was thought to have drowned. No one ever found his body, though.”

That is odd, without a doubt!

To relay this information to Utrirr, go to entry 63.

To hail the craft, go to entry 31.

6. THALGAR’S LEGACY

Malgar runs to the prone form of his brother. “No!” he cries, wrapping Thalgar in an embrace, and trying to lift his limp body from the floor.

You go to the poor fisher’s side and console him. “He died with honor, Malgar,” you say softly. “Let that be a consolation to you.”

“He died because of me!” Malgar sobs, and it is clear that he is inconsolable.

You too feel Thalgar’s passing keenly, even after only having known him for two days. Eventually, you leave Malgar to grieve his brother’s passing and begin exploring the rest of the cave.

In the far corner of the dragon’s lair, you find something incredible. Beneath a thick sheet of ice, as if encased in glass, is a hoard of sorts. It makes sense that a white dragon would store treasure this way.

While you begin chipping away at the ice, Malgar manages to set aside his grief for a time. He gets a fire started, collecting flammable material from around the cave: old clubs, a wagon wheel, discarded clothes, and other detritus. He sits, staring gloomily into the fire while you work at uncovering the hoard. This task makes you sweat, but as the temperature within the lair rises, the ice begins to melt, making your job easier.

Finally, you reach the treasure, and can claim the following: 785 cp, 420 sp, 2,088 gp, 105 pp, eleven 100 gp gems, a *potion of stone giant strength*, and a *necklace of fireballs*.

(You can take this hoard if you wish, or you can roll for your own custom hoard on the Treasure Hoard: Challenge 5–10 table in chapter 7 of the *Dungeon Master’s Guide*. If you decide to roll for your own hoard, you must accept the result of your rolls and take that hoard.)

You cremate Thalgar there on the ledge above the plain, on Whitetooth Mountain. It takes two days for you

and Malgar to return to Targos, giving the Brukka village a wide berth. Malgar offers you the 500 gold Thalgar promised you, and bids you well on your travels.

“How can I ever repay you?” Malgar asks as you stand in the main street of Targos.

“Thalgar gave his life to rescue you, Malgar,” you say. “Be sure to make his sacrifice worth it. Live the rest of your life well, and live long.”

You depart Malgar’s company and set out on your own once more, wondering what further adventures Icewind Dale has in store for you ...

Experience. If your Dungeon Master sent you on this quest, talk to them about whether they want to award you experience for this solo adventure or have you advance a level. In lieu of a DM decision, you can grant your character 5,000 XP (or divide that same amount among multiple characters). If you are feeling generous, you can instead decide to have each character advance one level.

Congratulations on successfully completing *Frozen Offerings*. Your adventure ends here!

7. STORM WATCH

Thalgar stops for a moment and raises a hand. “That doesn’t look good,” he says ominously, nodding to the south.

You look in that direction and see a huge, billowing white cloud advancing quickly toward you, like an army of ghostly warriors.

“Blizzard!” Thalgar shouts as the wind begins to pick up.

There is no time to erect a shelter. The whiteout soon engulfs you, and you cannot hear anything as the ferocious wind buffets your ears. Now and then, you fancy you can hear snatches of Thalgar’s voice, and you try to figure out what direction it might be coming from.

Do you possess snow glasses?

If yes, go to entry 28.

If not, go to entry 43.

8. DARK TROPHIES

Drawing your weapon, you prepare for battle, but the ghastly-looking thing is motionless. Thalgar frowns, then cautiously moves forward, sticking out his greataxe and giving the body of the creature a tap. It connects with an audible ‘tink.’

“Frozen solid!” Thalgar exclaims.

You look around, now noticing that the strange ice formations each contain a creature of some kind, frozen in its tracks. You’ve heard about this sort of thing before. This is the trophy graveyard of a white dragon. In front of you are a pair of saber-toothed tigers. Over there lies a huge winter wolf ...

“No!” Thalgar shouts, and you quickly run to his side. He stands before the frozen form of a Brukka barbarian, with several more nearby.

“The warrior party,” you say. “The Brukka who were escorting Malgar to ...”

Thalgar begins running between the ice formations, desperately looking for his brother. You join in the search, checking each frozen column of ice. But apart from the Brukka, there are no other humanoids here.

“Maybe he managed to escape,” Thalgar says hopefully.

“Or,” you reply darkly, “maybe the dragon took Malgar straight to her lair.”

Thalgar fixes you with a hard gaze, then turns southward toward the mountains.

“Even if that is so,” he states firmly, “we cannot just leave. What if he is still alive somehow? We must try.”

You put a hand on Thalgar’s shoulder. “I’m with you.” And indeed, over the course of this journey, you’ve become quite fond of the warrior, and genuinely want to help him. Besides, you don’t abandon your word lightly, especially not after coming this far.

With renewed determination, you both press on, moving toward the two hulking mountains that rise to the south. The light is beginning to fade, and you must act quickly.

But which mountain holds the dragon’s lair?

To make your way toward the fang-shaped mountain, go to entry 66.

To approach the mountain with three peaks like a trident, go to entry 42.

9. FALSE FRIENDS

“What’s that?” Utrirr demands. “Thrayn, you say?” Quickly grabbing a spyglass from his hip, the captain extends it and trains it on the beleaguered fishing boat. “By the gods!” he exclaims. “It is Thrayn! But ... that cannot be! Thrayn is dead ...”

Fearing some undead trickery—or worse—you turn back toward the foundering craft, giving Thalgar a sly nod. The warrior’s eyes go narrow with recognition, and you see his hand slowly go to the catch that secures the greataxe on his back.

Take the codeword **PREPARED**.

You glance at Utrirr, who has a steely look in his eye. The grizzled captain yells a command in the strange nautical language you heard him use before. In response, the crew all freeze and turn toward him. He yells the same command again, and the crew appear to ready themselves for action.

Aurora comes alongside the beleaguered fishing boat, heaving to. Watching the supposedly distressed figures in the boat, you are not surprised to see the figure previously huddled on the deck smoothly get to her feet, battleaxe in hand! Now that you are close, you see that these two tricksters have morphed into fish-like creatures. Malicious grins spread over their faces, as the axe fighter prepares to leap up onto *Aurora*’s rail and the other throws their head back and emits an ear-splitting screech! From the water around you, other figures suddenly appear, clambering up onto *Aurora*. But you and Thalgar are already leaping into the fishing boat, ready to take on the leaders of this monstrous crew!

Go to the “Deep Scion Combat Sheet” section at the back of the adventure and do battle with these fishy fraudsters! The outcome of that combat tells you which entry to go to next.

10. SUCCESSION

You pull yourself up onto a wide, flat ledge, the huge maw of the cave mouth standing open before you. Great cracks in the mountain run hundreds of feet upwards, and grotesque formations in the pressurized, hardened rock evoke the images of all sorts of ghostly creatures.



You glance at Thalgar. His eyes are wide, his face set in grim determination. Looking back at you, he gives a nod, and the two of you move quietly forward toward the cave mouth. It is dark inside the cave, as night has almost completely descended, but a sound comes from within, echoing in the cavernous space beyond. The dragon's voice rasps and crackles like the sound of ice fracturing on the side of a mountain. But it strikes you as ... less impressive than you'd expected.

You both stop and listen, pressing yourself against the rock beside the entrance.

"Yes, she lies in the frozen wastes, the great Angnath! My tyrant of a mother, may she rot in the Nine Hells!"

A young dragon? Angnath is gone? Perhaps this fight won't be as deadly as you were expecting!

And then another voice speaks. "You killed her?" it asks meekly.

"Malgar!" Thalgar whispers, a glimmer of hope entering his eyes. The dragon has kept Malgar alive for some reason.

"Of course. It is the way in our family. When the child comes of age, the older parent is killed off, and the tradition is maintained. The Brukka bring their monthly sacrifice, and in return we spare their pitiful little village from our breath's devastation." Then the dragon gives a chilling laugh. "But I care nothing for this ... empty tradition! I want to travel the dale, far and wide, to see what is beyond this sad little plain. So after I eat you and raze the Brukka village, I shall fly on. Perhaps to the human town that I know sits nearby ... but what is its name? Tell me of it, little one, for these tribesfolk are the

only humans I have ever talked to. And they are so very dull. Tell me of the lands beyond this plain, and this lake, and I may let you live a little longer. Who knows? I may even spare you! Although in truth, that is not very likely. And then I shall leave this cursed place! All Icewind Dale will fear the mighty Xakkrath!"

So the young white dragon Xakkrath, spawn of Angnath, has let Malgar live in order to learn more of the lands beyond this plain. But how long can Malgar keep talking? How extensive is his knowledge? A glance at Thalgar's face tells you he is thinking the exact same thing.

"He's never even left Targos," Thalgar whispers urgently. "Come on." The warrior motions you to follow him inside the cave, as stealthily as you can. (Glowing lichen creates enough light to see inside the cave, so don't be concerned if your character doesn't have darkvision.) But as you follow, you find yourself thinking that creating a diversion might be useful.

To creep stealthily inside the cave and try to surprise the dragon, go to entry 13.

To try to create a diversion to lure the dragon out, go to entry 39.

To simply stride in and confront the dragon, go to entry 73.

11. THE DRAGON SLAYERS

You are escorted into the center of the village by the mounted warriors, led to a long wooden building decorated with the skulls of all sorts of beasts. Mounting a set of stairs, you enter through the open doorway into

an interior lit by a large central fire pit. The Brukka tribesfolk, young and old, watch as you enter the longhouse, their distrust clear in their eyes. Some laugh openly, as if you and Thalgar are a couple of errant youths unaware of how foolish they appear. “Chief Ghudvil!” one of the warriors in your escort bellows out. “Visitors, from the town across the lake.”

“Ah!” a voice booms from the far end of the room. “Come to barter for the life of the poacher, eh? Well, you’re too late!”

Slowly, your eyes adjust to the firelight, and you see that the voice belongs to a hulking warrior whose great beard has a blue tint. “The prisoner has already been taken to Angnath’s lair ...”

“Murderer!” Thalgar yells, starting toward the chief. “You condemn my brother to death, all for your cursed superstitions!” You grab Thalgar’s arm, managing to restrain him. Flanking the barbarian chief, two warriors take a step forward, hands on the hilts of greatswords. “There’s no point in arguing,” you say under your breath. “We must gain information.”

“Do not think of following,” the chief warns. “You’ll never catch them anyway. They are Brukka. They have lived their lives on these plains, and can navigate the ice as well as any native creature. You had best give up this foolishness, and scurry back to your home across the water.”

Thalgar visibly rankles at the words, his eyes narrowing. Your grip on his arm tightens. “We will figure this out, Thalgar. Control your anger.”

“And you should be proud!” the chief goes on. “The poacher gives his life for the noblest of causes. Keeping this village safe. Keeping disease at bay. For the wyrm must be appeased.”

You take a step forward, bowing your head slightly. “Thank you for welcoming us into your longhouse, great chief,” you say. “I have a question ... what if we were to pursue?”

The chief laughs. “I suppose you are welcome to try. But it is pointless. You’ll never catch my warrior party.”

You pause for effect—and then ask another question. “And what if we were to ... perhaps ... slay this dragon?”

There is silence—then shock at your audacity. Around the chief, warriors murmur among themselves. You do not know the Brukka dialect, and so you have no idea what they are saying, but you fancy you hear notes of incredulity.

“Impossible,” the chief says dismissively. “The dread Angnath cannot be slain. The gods protect her. You will simply be eaten, no more, no less.”

“But if we did,” you say, persistent. “Imagine for a minute that we did slay Angnath. What then?”

The chief blows out a breath, frowning. “Then ... you would free this village from a bondage that has lasted centuries. But I tell you, it cannot be done!”

You bow your head. “We thank you, chief,” you say deferentially. “If you will allow it, we will make camp in your village. We won’t be a bother.”

The chief waves a hand. “Stay in my longhouse,” he says. “It is warm, and the night is cold. There are many bedrolls here, so sleep where you want. Dark is falling. I can tell you now, your quarry will not be journeying

through the night. You will lose no advantage by resting here.”

You sense that the chief doesn’t speak entirely truly. But still, you weigh his words carefully. Bowing your head once more, you step away.

The Brukka tribesfolk regard you differently now. When you pass, they move back a step, as if not certain what to make of you. Glancing at Thalgar, you see he is overcome with emotion, and you lead him away, sitting him down by a pair of bedrolls on the far wall of the longhouse.

“Calm yourself, Thalgar,” you say. “I have a plan.”

To wait until nightfall and then leave the Brukka village, turn to entry 69.

To rest the night (taking a long rest) and leave early the next morning, go to entry 14.

To search for possible allies, go to entry 54.

12. MAKING FOR SHORE

“They’ll have to manage on their own,” you tell Utrirr and Thalgar. “We can’t waste any time.”

Utrirr gives a short nod. Thalgar comes near and grasps your hand firmly. “Thank you, friend,” he says. “You’re right, there’s no time to lose. Utrirr can see to that craft after he’s dropped us off anyway.”

Turning *Aurora* to port, Utrirr begins sailing for the western shore of Maer Dualdon, the crew rowing furiously to aid the ship’s progress. You fancy you can see smoke plumes rising from the distant shore.

“The village of the Brukka tribe,” Thalgar mutters. “That’s where Malgar is.” He looks at you, brow furrowed with worry. “I hope.”

Utrirr mutters darkly, and you quickly see the reason. Thick gray clouds dominate the eastern sky, rolling over the town of Lonelywood on the far shore and quickly advancing across Maer Dualdon toward you. “Shelter,” he mumbles thickly. “Western cove.”

“Should we be worried?” you ask Thalgar.

The warrior shakes his head. “We’ll beat it to shore. Utrirr will drop us near the Brukka village. Then he’ll shelter in Knucklehook Cove and wait the storm out.”

Turn to entry 70.

13. STEALTHY APPROACH

As quietly as you can, you creep inside the cavern entrance.

“Targos is one of the Ten-Towns,” Malgar says, his voice quavering. “There’s also Lonelywood, Bremen, Easthaven ...”

“But which is the biggest?” Xakkrath asks eagerly. “Which has the most people?”

There is a silence as Malgar considers this. *Keep talking*, you think, eager for noise to cover the sound of your footsteps.

“Well ... it might be Bryn Shander, perhaps ... or maybe Targos ... I ... I’m not sure ...”

You stand within an antechamber, not yet within the cavern proper. You risk a glance around a rocky outcrop, trying to get a bead on the dragon’s position.

Make a DC 12 Dexterity (Stealth) check.

If successful, go to entry 60.

If unsuccessful, go to entry 22.

14. TROUBLED REST

Gradually the Brukka village quiets down as the tribesfolk all head to their respective sleeping places. A bone-white moon hangs in the sky outside, visible through a small window. Every once in a while, you turn your head to track its slow progress, and each time you do so, the village has become quieter. The fire pit keeps the longhouse warm, and it seems that many of Ghudvil's warriors sleep here. Thalgar slumbers beside you, but the warrior's sleep is fitful and he tosses and turns, mumbling in his dreams.

Soon, the air is heavy with the sounds of snoring, but this doesn't keep you awake, and you too fall into a strangely deep sleep. In your dreams, you are haunted by visions of white wyrms and barren, empty plains, where you are lost and cannot seem to find a single landmark or feature to orient yourself.

(While you sleep, your character and Thalgar take a long rest.)

You awake just before dawn, as one of Ghudvil's warriors enters the longhouse to stoke the fire. After shaking Thalgar awake, the two of you are soon up and out the door, your breath frosting before you in the frigid air. No one notices as you slink through the Brukka village, headed for the west gate. At one stage, you notice two horses and consider stealing them—but then you notice a stablehand fetching their feed. She would surely raise the alarm, and who knows how these tribesfolk would react to your attempted theft?

You are soon out on the plain, breaking into a jog to keep the cold at bay.

"We'll make good time out of the wind," you say, trying to buoy Thalgar's spirits.

He nods, fixing you with a hard gaze. "Let's go get my brother," he says.

"That's the spirit!" Then the two of you put your heads down and surge forth across the frozen plain.

Go to entry 65.

15. ON BOARD

Following Thalgar, you make your way down to the docks of Targos, descending a pathway that zigzags down a high cliff face. As you reach the bottom, you see that the cliff shelters the docks from the relentless winds blowing from the south. It is quite serene down here, but the path is slippery—causing you to almost lose your footing more than once!

Finally, you reach the bottom and survey the scene before you. Most of the boats that you see have their sails rolled up, oars shipped, and all equipment tied down and secured. However, a vessel displaying the name *Aurora* on her bow and crewed by twenty or so sailors is preparing to depart.

"There's Utrirr's boat!" Thalgar says, waving you onward.

Utrirr, a weathered, hard-looking sailor with a thick beard, comes across as curt, communicating only in grunts. But he grants Thalgar and you passage with a simple shrug. It seems that Utrirr is willing to take any local who boards his boat without question.

Before long, *Aurora* casts off from the jetty, and a dozen oars dip into the water. The crew, all hardened-looking folk of Icewind Dale, expertly navigate the little fishing



craft out of the port and onto the lake. Looking back, you see the walls of Targos receding atop the cliffs.

A short while later, a stiff breeze catches the sails and the oars are shipped. Utrirr barks commands that you have difficulty understanding. Sometimes the words sound like Common. But at other times, you think it might be some sort of local dialect, or a special sailor's language.

Aurora plies its way northwest across Maer Dualdon. "Good fishing up this way," Thalgar remarks morosely, sitting huddled with you on a bench by the port side of the boat. "It's where Malgar was when he was kidnapped. Utrirr will put us ashore once we get there."

If you have the codeword TARDY, go to entry 58.

Otherwise, turn to entry 36.

16. SAFE AND SOUND

Without pausing to think about it, you hurl yourself out of the path of the falling mast, landing awkwardly but avoiding any serious damage. Quickly, you get up, pushing the section of the mast out of the way before returning to your oar, to several shouts of approval from the crew. You gain inspiration for this hearty effort!

Finally, *Aurora* rights herself and Utrirr regains control of the vessel, navigating into the calmer waters of a sheltered cove.

"Knucklehook Cove," Thalgar says, nodding toward the shore. "The Brukka village is just inland from here."

Go to entry 37.

17. WELL-TIMED ATTACK

You hear an enraged roar and the flapping of wings. Soaring down from its perch high in the cavern, the dragon flies straight toward the wide entrance. Watching Thalgar, you see him subtly lift a finger, as if to signal that you hold your attack. And then ...

“Now!” Thalgar yells, diving out of the way, and you unleash your attack just as the dragon flashes into view.

Make your ranged attack against AC 17, or consult the “Xakkrath Combat Sheet” section at the end of the adventure for the dragon’s statistics if you need him to make a saving throw.

If your attack hits or the dragon fails his save, go to entry 32.

If your attack misses or the dragon succeeds on his save, go to entry 41.

18. ICY ESCAPE

Thalgar gets clear just in time, throwing himself prone onto the ice beside the hole that has opened underneath him.

“Quick,” you say, going to his side with as light a tread as possible. “We have to get off this ice!”

The two of you move fast and low, keeping your weight as even as you can. Eventually, you feel the snow underfoot thicken, and the noise of the cracking ice subsides. The sun shines overhead, but you eye it with suspicion now. It seems the elements are conspiring against you!

Now proceed to entry 72.

19. COLD PURSUIT

With renewed vigor, you and Thalgar make your way quickly across the plain, determined to catch the party of warriors who are escorting Malgar to his death—a blood sacrifice to a white dragon.

Roll a d20 to determine which entry you go to next. If you have the codeword **HASTE**, add 4 to the roll. If you have the codeword **MOUNT**, add 8 to the roll. If you have both of these, add 12 to the roll.

1–8: Go to entry 52.

9–16: Go to entry 40.

17+: Go to entry 7.

20. KNOCKED DOWN

You move as quickly as you can, but even as you dive, the mast strikes your back, smashing you to the deck painfully and knocking the wind out of you. You take 2d6 bludgeoning damage.

Propping yourself against the side of the boat and catching your breath, you watch as a burly deckhand quickly takes your place. Digging the oar into the surging waves, she gives you a wink and a smile. Although you are in pain, you can’t help but laugh at her tenacity.

Eventually, you are able to get yourself back on the bench and pulling on the oar as best you can. The smiling crew member returns to her more urgent duties.

Finally, *Aurora* rights herself and Utrirr regains control of the vessel, navigating into the less turbulent waters of a sheltered cove.

“Knucklehook Cove,” Thalgar says, nodding toward the shore. “The Brukka village is just inland from here.”

Go to entry 37.

21. OCEAN AMBUSH

Aurora comes alongside the beleaguered fishing boat, heaving to. Watching the supposedly distressed figures in the vessel, you are surprised to see the figure previously huddled on the deck smoothly get to her feet, battleaxe in hand! Now that you are close, you see that these two tricksters have morphed into fish-like creatures. Malicious grins spread over their faces, as the axe fighter prepares to leap up onto *Aurora*’s rail and the other throws their head back and emits an ear-splitting screech! From the water around you, other figures suddenly appear, clambering up onto *Aurora*. But you and Thalgar are already leaping into the fishing boat, ready to take on the leaders of this monstrous crew!

Go to the “Deep Scion Combat Sheet” section at the back of the adventure and do battle with these fishy fraudsters! The outcome of that combat tells you which entry to go to next.

22. REVEALED

Taking a step, your foot slips on a patch of ice that you had not seen! As you stop yourself from falling, your movement is just loud enough to be heard. Malgar turns and sees you, crying out in surprise despite himself! Fool!

“Ach!” Xakkrath spits. “What is this? Intruders in my lair? Deceivers! Usurpers! You shall taste the ice of my breath!” The dragon leaps into the air and swoops down toward you, the cavern resonating with the intake of his breath.

“Die, wyrm!” Thalgar roars, emerging from the shadows. He runs straight into the beast’s path, bringing his greataxe arcing up toward the dragon’s trajectory.

Malgar watches, mouth agape, as you and his brother enter combat with his sadistic captor!

Go to the “Xakkrath Combat Sheet” section at the back of the adventure and end either this quest or your life! The outcome of that combat tells you which entry to go to next.

23. THALGAR WEAKENED

As soon as the fire is lit, you remove Thalgar’s wet clothes and set about trying to get the warrior warm. The sun comes out as you do, and you whisper a silent prayer of thanks.

Still, the ordeal takes a toll on poor Thalgar. For the rest of the quest, Thalgar has two levels of exhaustion (see appendix A of the *Player’s Handbook*). He has disadvantage on ability checks and his speed is halved.

As best as you can, you prepare yourselves to continue on.

Proceed to entry 72.

24. FINAL FIGHT

Your attack catches the dragon just as you intended, and you hear Thalgar bellow out a mighty battle cry! The wyrm roars in pain and immediately drops from the ledge, spreading his wings and swooping down into the cavern below.

Time to end this!

Go to the “Xakkrath Combat Sheet” section at the back of the adventure and face off against this malevolent wyrm! The outcome of that combat tells you which entry to go to next.

25. JUMP TO IT

Busy as you are heaving on the oar, you don't hear the warning at first.

"Look out!" a deckhand yells, diving out of the way. You hear a cracking, splintering sound above you—and see a piece of the mast break off to quickly pivot down toward you! You must act quickly and dive out of the way.

Make a DC 16 Dexterity saving throw.

If successful, go to entry 16.

If unsuccessful, go to entry 20.

26. WARMTH OF LIFE

In the shelter of a low ridge, you remove Thalgar's furs and jerkin, which are soaked through. Thankfully, the warrior prefers to go without armor, or he might have been beyond saving. But you must still act fast, as he is beginning to shake uncontrollably, and you know that succumbing to the cold is as dangerous as any beast you might encounter out here.

You succeed in getting his top layer off, doing what you can to help Thalgar stave off the cold and come back from the brink. Thankfully, the sun comes out, and you whisper a silent prayer of thanks. If you have the knucklehead oil, you can use the life-saving substance on Thalgar.

The warrior laughs weakly as you rub his torso and back to improve his circulation. "Some people pay big money for this sort of thing in Waterdeep, I'm told."

You chuckle to yourself, amazed at his ability to crack jokes even at death's door. "Shut up and help me get you covered."

If you have the llama wool undershirt, you can pull that over Thalgar's chest. Llama wool is an excellent insulator, and draws moisture away from the skin. Then you cover the warrior up with his furs again.

Have Thalgar make three DC 12 Constitution saving throws. If you have the oil or the llama wool undershirt, roll the saving throws as normal. If you have both the oil and the undershirt, Thalgar makes the saves with advantage.

If two or three saves are successful, go to entry 67.

Otherwise, go to entry 46.

27. FALLEN YETI

The two yetis lie dead, their bodies steaming in the cold air. Between ragged breaths, Thalgar urges you to flee quickly. "The smell of the kill will attract wolves. Many wolves. Let's go!"

That's definitely motivation to get moving, but perhaps you have other ideas?

If you wish to harvest the yeti pelts (which you know are worth around 100 gp each), go to entry 48.

If you begin moving south once more, turn to entry 72.

28. GLASSES ON

If you're not wearing them already, you quickly get the snow glasses out of your pack. Although the sleet stings your face, your eyes are spared.

Eventually the storm subsides, and you set off once more toward the south.

Continue to entry 72.

29. EASY CLIMB

To climb the mountain with a climber's kit, make three DC 10 Strength (Athletics) checks, with disadvantage if you have the codeword **WANDERED**. Every time you fail a check, you slip on the mountainside and must make a DC 16 Strength or Dexterity saving throw to determine how quickly you can grab hold of something and stop your fall. On a success, you take 2d6 bludgeoning damage. On a failure, you take 4d6 bludgeoning damage.

For Thalgar's climb, make a single DC 14 Strength (Athletics) check. If he succeeds, he ascends the mountain without trouble. If he fails, he takes 8d6 bludgeoning damage.

Once you have completed the ability checks and any required saving throws, the cave mouth stands before you.

If you have not perished on the mountainside, turn to entry 10.

30. HAGGLING

To haggle and get a better price on the items you wish to purchase, make a DC 15 Charisma (Persuasion) check. On a success, you can subtract 20 percent of the purchase price from each item. Alternatively, you can use the extra time to purchase a fourth item, but all items are at full price.

Thalgar waits patiently, but you can tell from the expression on his face that he is not happy. Finally, you gather your purchases and the two of you depart for the docks.

Take the codeword **TARDY**.

Go to entry 15.

31. TIMELY RESCUE

You raise your hand to the fishing boat, hailing those on board. The figure who was waving to you realizes he has been seen, and immediately crouches to wake up his friend who was huddled in the bottom of the boat.

As you come near, you yell out to the pair. "What happened to the others?"

"We were attacked by the Bruokka!" they yell back.

"They came out in longboats and murdered them." The fisher points to the bodies.

"Why were you spared?" a crew member yells to them.

"We had to hide under the boat," the fisher responds.

"Please hurry." He desperately indicates his partner. "My friend is at death's door. The cold has got into her bones!"

"Throw us a rope!" Thalgar yells, leaning over the gunwale.

Make a DC 14 Wisdom (Insight) check.

If successful, go to entry 59.

If unsuccessful, go to entry 21.

32. SUCCESSFUL FEINT

Your attack catches the dragon just as you intended. He shrieks in rage as he flies out beyond the ledge, having been drawn into your trap and missing his attempt to grasp Thalgar in his claws!

"Quick, get inside!" Thalgar yells, getting to his feet as the dragon wheels above the plain, preparing to return.

Knowing that if you stay on the ledge, you both risk taking the full brunt of the dragon's breath or being hurled off the cliff, it's hard to argue with that advice. The

two of you rush inside the cave, and prepare to face off against the malevolent wyrm!

Proceed to the “Xakkrath Combat Sheet” section at the back of the adventure and end either this quest or your life! The outcome of that combat tells you which entry to go to next.

33. ON HORSEBACK

You get the horses ready quickly and quietly, then ride out of the village gate at a gentle canter, onto the plain.

Take the codeword **MOUNT**.

Turn to entry 65.

34. ICE BREAKER

The cracking, creaking noise of the ice underfoot alerts you to an unexpected predicament.

“Thalgar!” you yell to your companion, a little way ahead of you. “We’re standing on a lake!”

Thalgar’s eyes go wide and he looks down. Time seems to slow as you hear the ice beneath his feet give way. Desperately, Thalgar lurches sideways, trying to avoid falling into the frigid water.

Make a DC 16 Dexterity saving throw for Thalgar (d20 + 3). If you are mounted, Thalgar automatically fails this saving throw.

If successful, go to entry 18.

If unsuccessful, go to entry 71.

35. DRAGON IN THE DARK

You peer up into the blackness but see nothing! The dragon is hidden somewhere up there, curse him. What to do now?

To create a diversion, go to entry 39.

To emerge from your location and confront the dragon, go to entry 73.

36. DISTRESS CALL

Suddenly a shout goes up from one of the crew. “To starboard!” she yells. Turning in that direction, you see a craft, much smaller than *Aurora*, adrift with its sails in tatters. Inside the boat, you see four fishers: two slumped dead over the bow, one huddled on the deck, and another standing and shouting, trying to get the attention of *Aurora*.

Utrirr turns to you and Thalgar. “Your call,” he says gruffly.

Thalgar, desperate as he is to save his brother, is still not without compassion. “What do you think?” he asks you.

You survey the boat once more. Will you go to their rescue?

If so, go to entry 51.

If you decide to continue on your course, go to entry 12.

37. WARRIORS’ WELCOME

You disembark upon the western shore of Maer Dualdon as dark-gray storm clouds roll in overhead, casting an ominous shadow over an already bleak landscape. The choppy waves of the lake break against the shore, pounding down and then draining through the stones with a hiss. In the distance, to the southwest, mountains line the horizon. Between you and them spreads a

barren, nearly featureless plain, with only a few boulders and some low hills and gullies to break up the icy expanse. Everything is white and frozen.

The only other visible feature lies about half a mile inland from the stony beach. You see a small settlement, protected from the winds by a well-constructed fence made of upright logs. You wonder where the villagers might have gotten those, but as your eye wanders north, you see a mountainside covered in pine. Forests can be found out here, after all. But they are few and far between.

Behind you, Utrirr orders his crew to prepare *Aurora* to relaunch back out into Maer Dualdon.

“That’s the Brukka village,” Thalgar says quietly, looking toward the settlement.

“What’s the best way to proceed here?” you ask. “Creep up on them?”

Thalgar shakes his head. “No point,” he replies. “You can rest assured they already know we’re here. They know all that goes on. And if you hadn’t noticed, there’s no cover. Nothing to conceal us if we wanted to sneak up on them.”

“So what’s the plan?”

Thalgar takes a breath, considering, then exhales. “The way I see it,” he says, “we have three options. Fighting is not one of them. We can either negotiate with the Brukka for Malgar’s release, trying to come up with some compromise. We can offer gold for Malgar, attempt to pay for my brother’s life.”

“And the third option?” you ask?

“Deception,” Thalgar replies. “We trick them some ...”

Thalgar pauses midsentence. You look toward the village and see that three figures are quickly approaching on horseback, clad in furs and heavily armed. It takes only a few moments for the skilled riders to cover the distance. They rear up before you, their leader coming to the fore, not bothering to dismount.

“Chief Ghudvil welcomes you, southerners, and invites you to join him in his longhouse.” His tone makes it sound less like an invitation than a demand, and your eyes pass over the other two tribesfolk who sit impassively astride their mounts, silently gazing into the middle distance.

Thalgar turns to you. “Looks like negotiations have begun,” he says.

Proceed to entry 11.

38. ARRIVAL

Working hard at your oar, heaving at the surging waves, you keep one eye on Utrirr and discern that he is a master sailor. Judging the rhythm and the subtle indications of the waves, he expertly maneuvers *Aurora* through the churning waters of the lake. Your case of nerves begins to subside, and it’s not long before the stony shore comes into sight. “Knucklehook Cove,” Thalgar says, nodding toward the shore. “The Brukka village is just inland from here.”

Go to entry 37.

39. DECEIVING THE DRAGON

You quickly confer with Thalgar, and devise a simple diversion to try and lure the dragon out. The plan is for Thalgar to stand just outside the entrance and taunt the



creature, while you wait beside the entrance and attack as he flies out.

Approaching the cave mouth, Thalgar yells into the darkness beyond. “Does the feeble lizard, the spawn of the pitiful Angnath, dwell in this miserable cave? If so, let the cowardly wyrm come forth and meet his maker!”

You crouch off to the side of the cave mouth, preparing an attack.

White dragons are not particularly intelligent. Have Thalgar make a DC 11 Charisma (Persuasion) check (d20 + 0). If you are a magic user and can use some sort of spell to enhance Thalgar’s already loud and booming voice, he makes the check with advantage.

If successful, go to entry 17.

If unsuccessful, go to entry 56.

40. WARMING UP

As the day wears on, the sun makes a welcome appearance, coming out from behind the clouds to cast its warming rays over your tired bodies.

Make a DC 14 Wisdom (Survival) check.

If successful, go to entry 34.

If unsuccessful, go to entry 3.

41. FAILED FEINT

The dragon avoids your attack, but still shrieks in rage as he flies out into the night and beyond the ledge, having missed grasping Thalgar in his claws.

“Quick, get inside!” Thalgar yells, getting to his feet as the dragon wheels above the plain, preparing to return.

Knowing that if you stay on the ledge, you both risk taking the full brunt of the dragon’s breath or being hurled off the cliff, it’s hard to argue with that advice. The two of you rush inside the cave, and prepare to face off against the malevolent wyrm!

Proceed to the “Xakkrath Combat Sheet” section at the back of the adventure and end either this quest or your life! The outcome of that combat tells you which entry to go to next.

42. WRONG DESTINATION

You head toward the three-peaked mountain, determined to locate the dragon’s lair and rescue Malgar if he is still alive. But the light is fading quickly.

When you have almost reached the mountain, you hear a monstrous sound that seems to rend the air itself—coming from the other peak! It’s the roar of a dragon!

“This is the wrong mountain!” Thalgar cries in dismay. “Quickly, we must head east!”

Changing your course, you make for the other peak, cursing your judgment. You have lost valuable time in making the wrong choice, and night is fast approaching. The mountain will be that much harder to climb in the fading light.

Take the codeword **WANDERED**.

Proceed to entry 66.

43. SNOW BLIND

Sleet drives into your face as if some unseen tormentor is flaying you with an icy whip. You try to cover your face, but the damage has already been done. Finally, the storm subsides, and you slowly open your eyes. But you are in pain and your vision is blurred. For the remainder of the quest, you have disadvantage on Wisdom (Perception) checks that rely on sight.

Now that the blizzard has abated, you catch sight of Thalgar once more. The two of you set out again toward the south.

Continue to entry 72.

44. HARD CLIMB

To climb the mountain without a climber's kit, make three DC 14 Strength (Athletics) checks, with disadvantage if you have the codeword **WANDERED**. Every time you fail a check, you slip on the mountainside and must make a DC 16 Strength or Dexterity saving throw to determine how quickly you can grab hold of something and stop your fall. On a success, you take 2d6 bludgeoning damage. On a failure, you take 4d6 bludgeoning damage.

For Thalgar's climb, make a single DC 16 Strength (Athletics) check. If he succeeds, he ascends the mountain without trouble. If he fails, he takes 8d6 bludgeoning damage.

Once you have completed the ability checks and any required saving throws, the cave mouth stands before you.

If you have not perished on the mountainside, turn to entry 10.

45. NO AID

Despite watching for some time, you can see no indication that any of these warriors are likely to help you in your cause.

To wait until nightfall and then leave the Brukka village, turn to entry 69.

To stay the night (taking a long rest) and leave early the next morning, go to entry 14.

46. THALGAR EXHAUSTED

You have succeeded in bringing Thalgar back from the brink of death, but the ordeal takes a toll on the warrior. If Thalgar succeeded on one saving throw, he has one level of exhaustion (see appendix A of the *Player's Handbook*), giving him disadvantage on ability checks. If he failed all three saves, he has two levels of exhaustion, giving him disadvantage on ability checks and halving his speed. This exhaustion lasts for the rest of the quest.

As best as you can, you prepare yourselves to continue on.

Proceed to entry 72.

47. RUSHED ESCAPE

"Faster," Thalgar urges. The two of you stride as quickly as you can across the inhospitable tundra, legs aching. You cover a good amount of ground, even though the thick snow is tough going without snowshoes. Clouds of white puff into the air as you push your body to its limits.

You hear another roar, which seems farther away.

"We might be lucky," Thalgar says, glancing toward the mountains. "Perhaps it couldn't track our scent."

A while later, you slacken your pace a little, convinced that you are out of danger. Resting for a short time, you stare out toward the east, where glacial valleys formed over eons snake down to the plain like great ice serpents.

Proceed to entry 72.

48. FUR TRADER

Make two DC 16 Intelligence (Nature) or Wisdom (Survival) checks. For each successful check, you claim one yeti pelt (worth 100 gp). These can be sold in any settlement in Icewind Dale.

Proceed to entry 72.

49. FIRE STARTER

With no supplies at hand to stave off the cold, Thalgar quickly goes downhill. Do you have anything made of wood in your inventory (such as a quarterstaff) and a tinderbox? If so, make a DC 16 Wisdom (Survival) check to see if you can light a fire on this frozen tundra.

If successful, go to entry 23.

If unsuccessful, go to entry 64.

50. ON THE RUN

You and Thalgar are soon out on the plain, breaking into a jog to keep the cold at bay.

"We'll make good time out of the wind," you say, trying to buoy Thalgar's spirits.

He nods, fixing you with a hard gaze. "Let's go get my brother," he says.

"That's the spirit!" Then the two of you put your heads down and surge forth across the frozen plain.

Go to entry 65.

51. TO THE RESCUE

At your direction, Utrirr turns the boat to starboard, making for the fishing vessel. The boom swings rapidly across the deck, those crew in its way effortlessly ducking out of its path.

You are soon nearing the fishing boat, and can hear the voice of the figure who was hailing you. "Help! We've been attacked! They're still around here somewhere!"

A crew member standing near you frowns in confusion. "Thrayn?" she mutters.

To ask the crew member what the matter is, go to entry 5.

To hail the beleaguered craft, go to entry 31.

52. FOREBODING TRACKS

Thalgar stops dead, staring down at something. You come to his side to see what has caught his attention: tracks. Huge footprints in the snow, at least three times the size of a human's.

"Another yeti," Thalgar murmurs. "It might be tracking us ... we should—"

His words are interrupted by a loud, bellowing roar, coming from the mountain valleys about a half mile to your east.

"It has its lair over there," Thalgar says. "Quickly. We should get moving before it catches our scent!"

Make a DC 18 Dexterity (Stealth) or Wisdom (Survival) check. If you possess snowshoes, make the check with

advantage. If you are mounted, make the check with disadvantage.

If successful, go to entry 47.

If unsuccessful, go to entry 74.

53. GETTING UNDERWAY

As you and Thalgar finish your fight, the crew of *Aurora* drive off the last of their own attackers. If you were pulled into the water by the deep scions, the sailors on *Aurora* quickly help you get warm and dry. A quick search of the fishing boat and the bodies of the strange creatures turns up fishing tackle and a light crossbow, but nothing else of interest.

“Toss all the bodies over,” Utrirr yells. “And get back to your oars, you useless dogs!”

The crew quickly obey, and you soon see the reason for Utrirr’s urgency. Thick gray clouds dominate the eastern sky, rolling over the town of Lonelywood on the far shore and quickly advancing across Maer Dualdon toward you.

Turning *Aurora* to port, Utrirr begins sailing for the western shore of Maer Dualdon, the crew rowing furiously to aid the ship’s progress. You fancy you can see smoke plumes rising from the distant shore.

“The Village of the Bruikka tribe,” Thalgar mutters. “That’s where Malgar is.” He looks at you, brow furrowed with worry. “I hope.”

Utrirr mutters darkly, eying the approaching storm front. “Shelter,” he mumbles thickly. “Western cove.”

“Should we be worried?” you ask Thalgar.

The warrior shakes his head. “We’ll beat it to shore. Utrirr will drop us near the Bruikka village. Then he’ll shelter in Knucklehook Cove and wait the storm out.”

Turn to entry 70.

54. SEEKING ALLIES

You settle down with Thalgar along the wall of the longhouse to talk. Several pairs of eyes watch you, but you keep your voices low. Eventually, even these loyal Bruikka warriors lose interest.

“If we could find an ally among them,” you whisper, “it might help us track the warrior party on the plains.”

Thalgar nods, breathing heavily to help keep his anger at bay. “Yes,” he says, “an ally. But who?”

“Patience,” you say. “And keep your eyes open.”

As casually as possible, you watch the interactions between Chief Ghudvil and his inner circle of warriors as you pretend to bed down for the night. Make a DC 14 Intelligence (Investigation) or Wisdom (Insight) check.

If successful, go to entry 4.

If unsuccessful, go to entry 45.

55. PERFECT SHOT

There, in the upper vault of the cavern! Perched on a high ledge, about a hundred feet away, a white dragon surveys the floor below, the front half of his body exposed and his long neck craning downward. You could definitely target the creature at this angle!

Make your ranged attack against AC 17, or consult the “Xakkrath Combat Sheet” section at the end of the adventure for the dragon’s statistics if you need him to make a saving throw.

If your attack hits or the dragon fails his save, go to entry 24.

If your attack misses or the dragon succeeds on his save, go to entry 62.

56. DISMISSIVE DRAGON

“Fool!” the dragon cackles. “You’ll not lure me out there with your goading words! I think it is on you to prove your bravery—or your lack of it! Pitiful ... miserable ... cowardly. Let’s see who such qualities truly belong to, shall we, little imp?”

The only option left to you now is to stride in and confront this evil wyrm!

Turn to entry 73.

57. RESTLESS HORSES

The horses softly stamp their feet as you attempt to prepare them for riding. Either you or Thalgar must make a DC 12 Wisdom (Animal Handling) check.

If successful, go to entry 33.

If unsuccessful, go to entry 2.

58. STORM WARNING

Utrirr grimaces, nodding toward the east. “Storm front,” he grunts, in what are possibly the first intelligible words you’ve heard from him. “We could have beat it if we’d departed a bit earlier.”

Thalgar looks at you darkly. “Hear that?” he says.

The clouds are thick, slate gray, and rolling in fast. On the far eastern shore, you see the storm pass over the town of Lonelywood, an ominous wave of shadow that rolls across the lake. The ship’s sail begins flapping in the stiff breeze, and soon Utrirr is shouting orders, directing his crew to secure anything not already tied down.

“This will be rough,” Thalgar warns. “Be prepared to work.”

Sure enough, moments later Utrirr directs you and Thalgar to work the oars as the rest of the crew busy themselves with other jobs. The swell is now a meter high, and growing fast.

“Hard to port!” Utrirr yells as he turns the boat toward the western shore of Maer Dualdon. The waves are now behind the boat and speeding it toward your destination, but the going is hard. You pull at the oar for all you’re worth.

Roll a d20.

If the roll is 1–7, go to entry 25.

If the roll is 8–15, go to entry 61.

If the roll is 16–20, go to entry 38.

59. SOMETHING FISHY

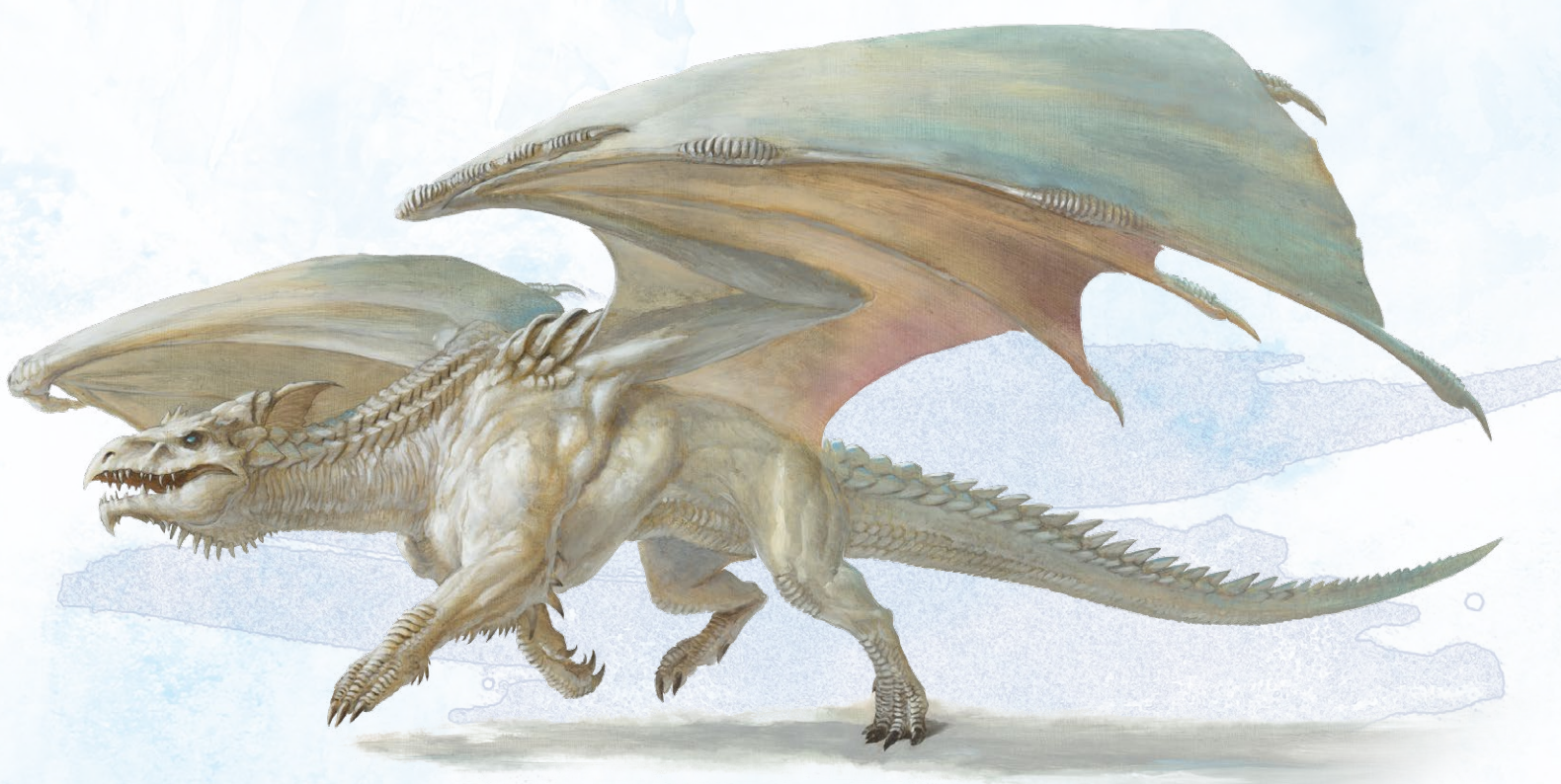
Something about these fishers seems off to you. The way the dead bodies are positioned over the side, the way one of them huddles in the bottom of the boat while the other signals to you—it all seems wrong. You give Thalgar a glance as *Aurora* pulls up beside the beleaguered craft.

“What is it?” Thalgar asks.

“Something’s going on here,” you say. “Be ready.”

The warrior’s eyes go wide, and he gives you a pointed nod. Take the codeword **WARNED**.

Aurora comes alongside the beleaguered fishing boat, heaving to. Watching the supposedly distressed figures in the boat, you are not surprised to see the figure previously huddled on the deck smoothly get to her feet, battleaxe in hand! Now that you are close, you



see that these two tricksters have morphed into fish-like creatures. Malicious grins spread over their faces, as the axe fighter prepares to leap up onto *Aurora's* rail and the other throws their head back and emits an ear-splitting screech! From the water around you, other figures suddenly appear, clambering up onto *Aurora*. But you and Thalgar are already leaping into the fishing boat, ready to take on the leaders of this monstrous crew!

Go to the “Deep Scion Combat Sheet” section at the back of the adventure and do battle with these fishy fraudsters! The outcome of that combat tells you which entry to go to next.

60. ENTERING THE CAVERN

With slow, measured steps, barely daring to breathe, you enter the cavern, using the nooks and crannies in the rock walls to conceal your presence. Large patches of ice spread across the floor (perhaps from the dragon's breath?), and you take care to avoid these so as not to slip and give away your position. Malgar is nearby, but he hasn't seen you yet, so quiet has your entrance been. With the slightest of movements, you turn your head, trying to locate the dragon. But the upper reaches of the cavern, from where the dragon's voice seems to originate, are dark, and feature many ledges and outcroppings where the creature might be hiding.

Make a DC 14 Wisdom (Perception) check. If you have darkvision, you make the check with advantage. If you were left snow blind from the blizzard earlier, you make the check with disadvantage.

If successful, go to entry 55.

If unsuccessful, go to entry 35.

61. ROGUE WAVE

Focused on your job working the oars, you don't notice it at first. But then a shout goes up: “Rogue wave!” A solid wall of water is bearing down on *Aurora*!

Utrirr growls, immediately turning the craft into the oncoming swell. However, his reaction comes too late, and the wave catches the ship on a diagonal. *Aurora* lurches dangerously to the side and multiple crew members go flying, yourself included. Make a DC 18 Dexterity saving throw.

If successful, you manage to twist in such a way that you avoid the worst of the fall. Take 1d6 bludgeoning damage. If you fail, heads collide and a handful of crew land together awkwardly, with several people sustaining minor injuries. Take 2d6 bludgeoning damage.

Finally, *Aurora* rights herself and Utrirr regains control of the vessel, navigating into the less turbulent waters of a sheltered cove.

“Knucklehook Cove,” Thalgar says, nodding toward the shore. “The Bruikka village is just inland from here.”

Go to entry 37.

62. DRAGON DEFIANT

Your attack goes wide of the dragon, who cackles mockingly. “You'll have to do better than that, imp!” he chides. “Let us see how well you fare against the dread Xakkrath!”

“You have not earned such a title yet, little lizard!” Thalgar bellows, stepping out from the shadows and drawing his greataxe. “Come meet your doom!”

Letting out an enraged roar that echoes around the cavernous chamber, the dragon drops from the ledge, spreading his wings and swooping into the cavern below! Time to end this!

Go to the “Xakkrath Combat Sheet” section at the back of the adventure and face off against this malevolent wyrm! The outcome of that combat tells you which entry to go to next.

63. MESSAGE FOR THE CAPTAIN

You approach Utrirr, leaving your post at the oars. Seeing you, the hardened captain bellows in rage. “Get back to your oar, lubber!” You shake your head, holding his gaze as you step close and relate what you’ve just heard from the crew member. But the captain is fuming, and not ready to listen to a disobedient passenger!

Make a DC 12 Charisma (Persuasion) check.

If successful, go to entry 9.

If unsuccessful, go to entry 68.

64. THALGAR HOLDS ON

Although you cannot get the fire lit, Thalgar is made of hardy stuff, as are most folk of the north. It seems clear that the thought of succumbing to the cold before rescuing his brother is too much for the warrior to bear. Through sheer force of will, he gets himself warm. Shaking uncontrollably, he takes a few bites of food and rubs his arms and chest.

You’re concerned for him. He doesn’t appear fully recovered, and some of his speech is slurred. But there is little else you can do but carry on.

For the rest of the quest, Thalgar has three levels of exhaustion (see appendix A of the *Player’s Handbook*). He has disadvantage on ability checks, attack rolls and saving throws, and his speed is halved.

As best as you can, you prepare yourselves to continue on.

Proceed to entry 72.

65. SIGNS OF STRUGGLE

By the time the sun climbs into the sky, you have already covered many miles, and fatigue and the cold are beginning to set in. Still, you are in awe of the frozen beauty of this inhospitable landscape. To your east, between you and the lake of Maer Dualdon, a mountain range rises from the plain. As the sun heats the snow on the precipitous slopes, you hear the cracking of ice echoing across the landscape. At midmorning, a distant rumble reaches you from the east. Turning that way once more, you see thick, opaque clouds of snow billowing down a mountain valley.

“Avalanche,” Thalgar remarks. Slowly, the noise subsides.

Few words are exchanged between you and the warrior as you trudge southward, searching for signs of the Brukka party who were taking Malgar to be sacrificed to the dragon Angnath.

At about midday, you stumble across your first indication that you are on the right path. Ahead, you see three wolves feeding on some unknown creature lying dead on the snow. Thalgar shoos them away and you move closer to inspect the corpse. It is a Brukka warrior, their body rent by claws, the gashes too long and deep to have been inflicted by any wolf.

“Yeti,” Thalgar says, immediately looking up and scanning the surrounding landscape. You do the same.

“Look,” you say, pointing to a blood trail.

Following this a little way to the east, you find the body of a huge yeti, twelve feet tall at least, its arm hewn off and a deep wound at the base of its neck. “They managed to slay the thing,” you say grimly.

“But not without taking wounds themselves.” Thalgar points to more blood on the snow, leading south. “That will slow them down!”

With renewed enthusiasm, the warrior jumps up and immediately sets off, following the blood trail. Sighing and shaking your head, you go after him, dreaming of a warm inn and a glass of mulled wine.

Proceed to entry 19.

66. WHITETOOTH PEAK

With the light fading, you make your way quickly toward the fang-shaped mountain. Surely this is the one that holds the lair of the dreaded Angnath, molded as it is like a white fang piercing the wintry sky. Thundery clouds soar overhead, and a stiff wind picks up as you near the ominous peak.

As you get closer, you see a waterfall that should pour from the lower part of the mountain, frozen as if suspended in time. Now the wind is really picking up, and you can see that climbing this frosty slope will take all your determination and strength.

“Look!” Thalgar shouts above the wind. “There, about halfway up!” You look to where Thalgar is pointing and see a yawning cave mouth. “That’s the lair, surely!”

You agree that if a dragon were to lair anywhere in this frozen domain, that would be the place.

Surveying the steep slope, you realize it is going to be a challenge to reach that cave mouth, especially with night fast approaching.

Do you possess a climber’s kit?

If yes, go to entry 29.

If not, go to entry 44.

67. RECOVERED WARRIOR

Your efforts have paid off. Thalgar has warmed up and is soon smiling and thanking you for your quick action. The two of you have a bite to eat, which Thalgar insists is essential. “Food helps you keep warm, especially out here,” he says, insisting that you take some of his rations.

Crisis averted, the two of you pack up and set out south once more.

Proceed to entry 72.

68. READY AND WAITING

“Silence!” Utrirr roars. “And back to your oar, lubber! You dare desert your post?” The captain is in a rage, and you can see it’s hopeless trying to reason with him.

Fearing some undead trickery, or worse, you coldly turn back toward the fishing boat, giving Thalgar a sly nod. The warrior’s eyes go narrow with recognition, and you see his hand slowly go to the hilt of his greataxe.

Take the codeword **WARNED**.

Aurora comes alongside the beleaguered craft, heaving to. Watching the supposedly distressed figures in the boat, you are not surprised to see the figure previously huddled on the deck smoothly get to her feet, battleaxe in hand! Now that you are close, you see that these two tricksters have morphed into fish-like creatures. Malicious grins spread over their faces, as the axe fighter prepares to leap up onto *Aurora*’s rail and the other throws their head back and emits an ear-splitting screech! From the water around you, other figures suddenly appear, clambering up onto *Aurora*. But you and

Thalgar are already leaping into the fishing boat, ready to take on the leaders of this monstrous crew!

Go to the “Deep Scion Combat Sheet” section at the back of the adventure and do battle with these fishy fraudsters! The outcome of that combat tells you which entry to go to next.

69. LATE-NIGHT DEPARTURE

Gradually the Brukka village quiets down as the tribesfolk all head to their respective sleeping places. A bone-white moon hangs in the sky outside, visible through a small window. Every once in a while, you turn your head to track its slow progress, and each time you do so, the village has become quieter. The fire pit keeps the longhouse warm, and it seems that many of Ghudvil's warriors sleep here.

As soon as things have quieted down, you tap Thalgar on the shoulder. “Let’s go,” you whisper, and the two of you are quickly up and out the door. You do not need to rest, and the night provides valuable time that you could use to catch up with the Brukka party somewhere out on the plain.

Take the codeword **HASTE**.

As you move through the sleeping village, two horses whinny a soft greeting from a stable where they are housed, along the main avenue of the settlement.

To attempt to steal these horses, go to entry 57. Otherwise, go to entry 50.

70. ARRIVAL

It isn't long before *Aurora*, under Utrirr's expert guidance, enters the more sheltered waters of Knucklehook Cove.

Go to entry 37.

71. GOING UNDER

Thalgar tries to get himself clear, but it happens too fast. The ice gives way beneath him and he plunges into the frigid water below.

Keeping your tread as light as possible, you rush to the hole where Thalgar fell. He's clinging on to the edge of the ice but is already shaking, his teeth chattering loudly. You will need to get him out of the numbingly cold water quickly, then get him warm if he is to survive.

The first task is achieved fairly easily. You haul Thalgar out of the water and the two of you carefully make your way off the ice sheet to the relative safety of the snow. Then you quickly get to work.

Do you possess knucklehead oil or a llama wool undershirt?

If you possess either or both of these items, go to entry 26.

If you possess neither, go to entry 49.

72. ICY AMBUSH

As the afternoon wears on, the snow falls ever faster. If you are riding horses, you are forced to abandon them here and continue on foot. It's hard even for Thalgar, with his muscular legs, to get through. Islands of high rock cliffs loom around you as you press farther south, toward two mountains that now dominate the skyline.

Thalgar calls a halt to take a little food and to rest a while. You can both take a short rest. To the south, a lone





thunderhead shaped like a castle slowly moves toward you, passing between the two peaks.

“One of those mountains is surely the dragon’s lair,” Thalgar says darkly. “But which?”

You study the two peaks closely. The one to the right appears to be a cluster of three smaller peaks, almost like a trident. The left-hand mountain is slightly curved, like the elongated fang of a gargantuan beast.

Not wanting to linger too long, you get going again across the merciless landscape toward the two mountains.

Thalgar points out some odd-shaped mounds of ice ahead. “Strange formations,” he remarks as you continue toward them.

Rounding a large rock formation, you cry out in alarm! Before you, a huge insect-like creature rears up, its long, sectioned body flanked by small wings, and its large, glossy black eyes regarding you greedily. This is no dragon, but a creature known as a remorhaz! You quickly prepare for battle!

Turn to entry 8.

73. FACING THE DRAGON

Thalgar grasps you by the shoulder, and a grim smile spreads across his weathered face. “You’ve come all this way with me, friend. Let’s finish this!”

“For death and glory,” you affirm, reaching up and grabbing his arm.

Preparing yourselves for battle, you stride boldly into the dragon’s lair.

“Present yourself, foul lizard!” Thalgar roars. “Come meet a deserved death under the steely glint of my greataxe!”

“Ach!” Xakkrath spits. “What is this? Intruders in my lair? Deceivers! Usurpers! You shall taste the ice of my breath!” The dragon leaps into the air and swoops down toward you, the cavern resonating with the intake of his breath.

“Die, wyrm!” Thalgar roars, emerging from the shadows. He runs straight into the beast’s path, bringing his greataxe arcing up toward the dragon’s trajectory.

Malgar watches, mouth agape, as you and his brother enter combat with his sadistic captor!

Go to the “Xakkrath Combat Sheet” section at the back of the adventure and end either this quest or your life! The outcome of that combat tells you which entry to go to next.

74. YETI ATTACK

Try as you might to move quickly through the thick snow, the wind is not in your favor. The roar comes again, and soon you see the great beast lumbering toward you. Wait ... there’s two of them!

“Prepare yourself for a dread battle, friend,” Thalgar growls, drawing his greataxe. Then he adds a last piece of advice: “They’re afraid of fire.”

Battle with these great ice creatures is imminent!

Go to the “Yeti Combat Sheet” section at the back of the adventure and defend yourself against this abominable threat! The outcome of that combat tells you which entry to go to next.

75. VICTORY?

The dragon's corpse lies wrecked on the floor of the cavern.

If Thalgar was killed in the combat, go to entry 6.

If Thalgar is still alive, go to entry 76.

76. MALGAR SAVED

Thalgar is on his knees after the pitched battle, and his brother Malgar goes to his side and grabs him in a tight embrace.

"You rescued me, big brother," he says hoarsely. "How can I ever repay you?"

Thalgar lets out an exhausted laugh. "Free knucklehead trout from your catch. For the rest of my life."

"Done," Malgar says, wiping away a tear.

You leave the brothers for a moment and explore the rest of the cave. In the far corner of the dragon's lair, you find something incredible. Beneath a thick sheet of ice, as if encased in glass, is a hoard of sorts. It makes sense that a white dragon would store treasure this way.

While you begin chipping away at the ice, Thalgar and Malgar get a fire started, collecting flammable material from around the cave: old clubs, a wagon wheel, discarded clothes, and other detritus. While they do, you work at uncovering the hoard. This task makes you sweat, but as the temperature within the lair rises, the ice begins to melt, making your job easier.

Finally, you reach the treasure, and can claim the following: 785 cp, 420 sp, 2,088 gp, 105 pp, eleven 100 gp gems, a *potion of stone giant strength*, and a *necklace of fireballs*.

(You can take this hoard if you wish, or you can roll for your own custom hoard on the Treasure Hoard: Challenge 5–10 table in chapter 7 of the *Dungeon Master's Guide*. If you decide to roll for your own hoard, you must accept the result of your rolls and take that hoard).

It takes two days to return to Targos, giving the Brukka village a wide berth. Perhaps they will speak with Thalgar later to thank him for slaying the dragon. In the meantime, you are all eager for the comforts of civilization. Thalgar offers you the promised 500 gold, and asks you to join him for a drink to bid you well on your travels.

"I will forever be in debt to you, my friend," the warrior says as you sit in the Wolf's Pelt, supping tankards of hot mulled wine. "And any time you want a companion on your adventures ..."

You take a long drink of wine and place the tankard back on the dark wooden table. Turning to Thalgar, a broad grin spreads over your face.

"Well, as it happens, I've just overheard something ..."

Experience. If your Dungeon Master sent you on this quest, talk to them about whether they want to award you experience for this solo adventure or have you advance a level. In lieu of a DM decision, you can grant your character 5,000 XP (or divide that same amount among multiple characters). If you are feeling generous, you can instead decide to have each character advance one level.

Congratulations on successfully completing *Frozen Offerings*. Your adventure ends here!

THALGAR

To run Thalgar as a sidekick, use the following stat block.

THALGAR

Medium humanoid (human), neutral good

Armor Class 15 (unarmored defense)

Hit Points 68 (8d12 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +5

Skills Athletics +6, Intimidation +4, Survival +4

Senses passive Perception 10

Languages Common, Dwarvish

Challenge 1

Two-Handed Axe Fighting. When Thalgar rolls a 1 or 2 on a damage die for an attack he makes with his greataxe wielded with two hands, he can reroll the die and must use the new roll, even if the new roll is a 1 or 2.

Unarmored Defense. While Thalgar isn't wearing any armor, his Armor Class equals 10 + his Dexterity modifier + his Constitution modifier.

Rage (1/day). As a bonus action on his turn, Thalgar can enter a rage that lasts until the end of combat. While in a rage, he has a +2 bonus to damage with melee attacks, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. When Thalgar makes the first attack on his turn, he can choose to do so recklessly. Doing so grants him advantage on all melee attack rolls during that turn, but all attack rolls against him have advantage until the start of his next turn.

ACTIONS

Multiattack. Thalgar makes two attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Handaxe. *Melee or Thrown Weapon Attack:* +6 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 6 (1d8 + 3) piercing damage. Thalgar has six handaxes.

DEEP SCION COMBAT SHEET

Use the following notes when running the deep scion combat encounter:

- Use the Maer Dualdon battle map. The map is 25 × 25 squares.
- This fight takes place on the smaller fishing boat, with you and Thalgar taking on the deep scion leaders while the crew of *Aurora* take care of the other threats.
- Place your token and Thalgar's on the boat, along with two deep scions.
- Roll for initiative.
- You are surprised in the first round unless you have the codeword WARNED. If you have the codeword PREPARED, the scions are surprised in the first round.
- In round 1, one scion uses its Psychic Screech. The other scion moves into melee and uses Multiattack in its hybrid form.
- In round 2, the scion that used Psychic Screech in the last round enters melee and attacks in its hybrid form using Multiattack, while the other scion uses its Psychic Screech. Each scion has only one use of Psychic Screech.
- On the scions' subsequent turns, roll a d6 for each scion. On a 1–4, the scion uses Multiattack. On a 5–6, they attempt to drag a character or Thalgar over the side of the boat and into the water with a contested Strength (Athletics) check. If the first scion gets a 5–6, the second does not roll, but uses Multiattack regardless of who won the contested check.
- If a character or Thalgar is in the water, they can either attack the scion who just dragged them in (making attack rolls with disadvantage), or they can use their action to get back into the boat with a successful DC 8 Strength (Athletics) check. On a failure, they remain in the water. Any attacks on a character or Thalgar who is in the water are made with advantage unless the character has a swim speed (Thalgar does not).

If you defeat the scions, go to entry 53.

DEEP SCION

Medium humanoid (shapechanger), neutral evil

Armor Class 11

Hit Points 67 (9d8 + 27)

Speed 30 ft., walk 20 ft. (in hybrid form), 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 (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Psychic Screech (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.

MAER DUALDON BATTLE MAP



YETI COMBAT SHEET

Use the following notes when running the yeti combat encounter:

- Use the Yeti Encounter battle map. The map is 25 × 25 squares.
- Place your token and Thalgar's token anywhere near the bottom of the battle map, then roll a d20. Place one yeti that many squares away, then roll again for the second yeti.
- Roll for initiative.
- Unless you are wearing snowshoes, the encounter area is difficult terrain for you, but not for the yeti.
- Whenever you need to determine which character a yeti is targeting, roll a d4. On a 1–2, your character is targeted. On a 3–4, Thalgar is targeted. (If you are playing multiple characters, repeat the same process for them.)
- Whenever a yeti takes a turn, roll a d4. If the roll is 1–2, the yeti shoves the nearest character, making a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check. If the yeti wins the contest, it knocks the target prone. If the roll is 3–4, the yeti uses Multiattack. It focuses its claw attacks on paralyzed or prone targets, and does not bother using its Chilling Gaze if all potential targets are immune.
- Note the creature's Fear of Fire trait, which can be a huge boon to characters who can deal fire damage to a yeti.

If you defeat the yetis, go to entry 27.

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.

YETI ENCOUNTER BATTLE MAP



XAKKRATH COMBAT SHEET

Use the following notes when running the white dragon combat encounter:

- Use the Dragon's Lair battle map. The map is 25 × 25 squares.
- Place your token and Thalgar's token near the cavern entrance. Roll a d10, and place Xakkrath's token on the map that many squares away, either within the cavern or behind the characters in the entrance, as appropriate. Remember that the dragon is a large creature, requiring a token that is two squares on each side.
- Roll for initiative.
- "Recharge 5–6" on Xakkrath's Cold Breath means the dragon can use that action once, after which it has a random chance of recharging each round. At the start of each of Xakkrath's turns, roll a d6. On a 5–6, Xakkrath's Cold Breath recharges and he can use it again that turn.
- Xakkrath uses his Cold Breath in the first round, then flies past the characters. He stays in the air until the start of his next turn, so that he can be targeted only by ranged attacks while he waits to see if Cold Breath recharges. If that attack does not recharge, the dragon lands adjacent to the nearest character (or randomly determine which character he targets) and uses Multiattack on that foe.
- If Xakkrath successfully recharges his Cold Breath, rather than instantly using it, he instead uses an action to disengage, then flies away 20 feet. On his following turn, he flies back toward the characters, encompassing as many characters (including Thalgar) as he can with that attack.
- The boulders on the map provide half cover (+2 AC). If a character is within 5 feet of a boulder that is between the character and Xakkrath, the DC for the Constitution save against the dragon's Cold Breath is reduced to 13.
- Numerous ice patches dot the map, marked in blue. These areas are difficult terrain for you and Thalgar, but not for Xakkrath with his Ice Walk trait. Alternatively, you can choose to move across areas of ice at normal speed, but you must succeed on a DC 10 Dexterity check for each 5 feet of movement. If you fail a check, you fall prone.

If you are victorious, go to entry 75.

YOUNG WHITE DRAGON

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (–2)	11 (+0)	12 (+1)

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

Skills Perception +6, Stealth +3

Damage Immunities cold

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

Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) slashing damage.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

DRAGON'S LAIR BATTLE MAP

