



SEIZED FIRE FOR THE CEASEFIRE

**Will the cold tundra swallow more
victims in this fire and ice adventure?**



SEIZED FIRE FOR THE CEASEFIRE

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Fleur Sleetshaper was a rare gem of a dwarf: born from a northern clan, she dedicated her life to the study of fire and ice magic. After building an icy tower on a glacier, she helped found the crabbing village of Firnboro, but in the last thirty years, she and the people of Firnboro have disappeared. Did Fleur's arcane studies have a hand in Firnboro's disappearance?

“Seized Fire for the Ceasefire” is a **Dungeons and Dragons 5th Edition** module for a party of 3-5 players at level 10. This one-shot module features an icy setting and a wizard's tower's worth of loot. Also, the nomadic group of whale-people that now inhabit Firnboro can provide entertaining interactions, possibly becoming strong allies.

Available for purchase at the DM's Guild www.dmsguild.com.
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Adventure Synopsis

“Seized Fire for the Ceasefire” is a one-shot module for a party players around level 10 that takes players to the frozen village of Firnboro, which is now home to a nomadic group of whale-people called cetaceans. By dealing with the new inhabitants, the party learns that they can save the original Firnboro settlers by wresting the powerful Emberstaff from a wizard’s tower, which is now home to a mated pair of remorhazes.

Dealing with the cetaceans will bring humorous moments, especially since the party will need the cetaceans’ help to survive in the frozen town. A righteous party will find a stalwart cause with freeing the former settlers from their icy imprisonment, but evil parties might choose to use the Emberstaff to free a malevolent monster.

How to Read This Module

When reading “Seized Fire for the Ceasefire,” there will be certain selections of text in shaded boxes.

Text in a shaded box is meant to be read to the players. When you come across text in a box like this, read it out loud, paraphrasing as needed. Think of it like a cut scene in a video game that helps illustrate a moment.

Any wording in **bold** indicates key points, monsters, or NPC’s that the party may encounter. Any wording that appears in *italics* refers to a spell. Also, several descriptions for spells and other abilities will not be listed. Instead, the module will refer you to a page in one of your Dungeons and Dragons 5th Edition books, which will be cited with the following abbreviations:

- Player’s Handbook PHB
- Monster Manual..... MM
- Dungeon Master’s Guide DMG

For example, the party might come

across a **giant rat** (MM, 327). You can find the stats for the giant rat in the *Monster Manual* on page 327. Also, your party might be under the effect of a *suggestion* spell (PHB, 279).

For items, spells, NPC’s, and monsters that are not in any of the previously mentioned books, there is an appendix in this module that will be cited. Check it for further information when they appear.

Adventure Backstory

In the frozen northlands, a crabbing village called Firnboro found modest success by catching rare breeds of crab and trading them off to the few merchants who would brave the snowy tundra. Unfortunately, the freezing cold isn’t the only thing to fear in the northlands. And even a good-hearted hero can turn a fearful situation into a travesty.

Fleur Sleetshaper

Decades ago, before Firnboro’s founding, a dwarf wizard named Fleur Sleetshaper ventured into the icy landscape to research arcane arts. She was a student gifted in fire and ice magic, having seen a modest share of combat in her years as an adventurer. Fleur had already made a decent amount of coin from dungeon dives and mercenary work, so she followed the footsteps of her magical kin and retreated to the wilderness.

When Fleur found a proper location, she used her power and to summon a proper wizard’s tower made of stone, snow, and ice. Her skills with cold magic were only matched by her skills with fire magic, and by laying a few dweomers, Fleur was able to keep the tower’s interior hot and cozy without harming the icy structure. After stockpiling the tower with reagents, food, and other necessities, Fleur could finally study the dichotomous relationship between fire and ice.

The Founding of Firnboro

Some years later, a group of explorers were sailing their ice-breaking ship, the *Firn*, near Fleur’s tower, and they happened across a unique cluster of crabs. The crabs, infused with a bit of Fleur’s radiated magic, were ice cold—so cold, in fact, that only by dipping them into boiling water would they lose their freezing temperature. This allowed the crabs to be transported over vast distances for trade since they could stay frozen without the need for ice.

Enough word had spread about the ice crabs, prompting a caravan of merchants to claim the shores and establish a township. Dubbed “Firnboro,” the small town was able to harvest the wild crabs and make enough money to live a prodigious life, erecting vast mead halls and other structures from the lumber they received in exchange for the crabs. In some parts of the world, a single ice crab could sell for 10 gold pieces to the right buyer.

The Emberstaff and the Sleetstaff

Fleur also benefited from the town. Initially seeing the township as a burden to her hermitage, Fleur kept her distance. Later however, Fleur began trading her services as a wizard in exchange for reagents and spell components that she no longer possessed. After enough trading and years of study, Fleur set her magnum opus into effect: she would create two magical staves—one of fire and one of ice—that could focus her spellcasting into potent power.

For weeks, Fleur dedicated her time to obtaining the right supplies: only the proper type of wood, runes, and inlaid gemstones would make the staves work. She dumped hundreds of gold pieces into the hands of other merchants for the supplies, eventually finding the perfect ingredients to forge her staves.

Soon enough, Fleur stepped down from her tower with a staff in each

hand: one was bright blue and inlaid with icy gemstones—the other glowed like iron fresh from the forge. Fleur dubbed the staves the Sleetstaff and the Emberstaff, and she wowed everyone in attendance by planting the Emberstaff into the ground and creating a dome of heat around Firnboro. The ice and snow melted, and any cold winds that blew into the town became crisp summer breezes. Fleur returned the Emberstaff to her tower for safekeeping, the channeled magic from the staff still holding up the protective bubble around Firnboro.

The entire town thanked Fleur. She had conquered the north and brought a permanent spring to Firnboro. Unfortunately, the serene lifestyle that Fleur created with her power was quickly shattered; the warm pocket in the snowy wastes unexpectedly drew the attention of a primal terror.

The Beast of Fire and Ice

In the northlands, pockets of heat usually equaled pockets of life, and for a massive carnivore, a town like Firnboro was the perfect source for a meal. While tunneling through the snows, a titanic remorhaz detected magical heat permeating from an unknown source. Being a creature born of both heat and cold, the remorhaz slipped its way through the snows and headed towards Firnboro.

Undeterred by the heat that kept so many other winter predators away, the remorhaz exploded from the snows and rampaged through Firnboro, destroying houses and devouring the fleeing citizens. Its heated scales set many houses on fire, burning them to piles of ash. Fleur saw the carnage from the balcony of her tower, then grabbed the Sleetstaff and raced to save as many lives as she could.

Confronting the remorhaz in the town center, Fleur lobbed several ice spells at the creature in hopes that she could freeze it, but the remorhaz was

immune to cold magic, easily shrugging off her attacks. Knowing that only a freezing spell of the most powerful magnitude could stop the remorhaz, Fleur summoned all of her power and channeled it through the Sleetstaff, causing the magic item to overload and shatter into pieces. The freezing spell was directed at the remorhaz, but the exploding staff sent the spell in every direction, dispelling Fleur's town-wide heating dweomer and freezing not only the monster, but also Fleur and the terrified townsfolk as well.

Adventure Hooks

This one-shot module can be slipped into any ongoing campaign featuring an icy locale. The barbaric territory of Icewind Dale in the *Forgotten Realms* setting is an ideal location, especially if your party has recently finished "Hoard of the Dragon Queen" and ended up in Icewind Dale due to the events following chapter 8.

For other ways to entice your PC's, consider having them investigate the disappearance of the Firnboro citizens. Any trading guild will want to know what happened to the prominent crabbing town, especially after so many years of no contact.

Also, many people assume that Fleur Sleetshaper is gone, meaning her tower is ripe for spelunking. Any fat-cat trading baron will offer a substantial sum for any magic items, as much as 15,000 gp for either the Sleetstaff or Emberstaff (nobody knows that the Sleetstaff was destroyed in the fight with the remorhaz).

There's also the chance that nobody knows about the town's demise. The party could be escorting a Firnboro-bound trading vessel across the ocean or over a snowy road, only to discover a mysterious ghost town in the snow.

If you're running this as a one-shot adventure, feel free to read the following as an intro for your players so that they can get started quicker:

"The Emberstaff and the Sleetstaff. Fifteen thousand gold pieces each," the fat baron repeats from his litter as the last crate of supplies is loaded onto your ship.

With the disappearance of the wizard, Fleur Sleetshaper, rumor has it that her tower in the northlands is up for grabs. A trading town, Firnboro, lies not too far from her tower, making it the perfect destination for landfall once you set sail off into the icy waters in the north.

Days pass on the ocean, and the promise of the baron's reward keeps you pressing through the freezing temperatures. A warm fire in one of Firnboro's mead halls is the only thought that pierces your mind once you see the dark shape of the Firnboro port from your ship.

As you approach, a howl echoes through the air, either from an animal or from winter itself. The wind kicks up, blowing sheets of ice and snow into your face and chilling you to your core.

The howl starts again, closer this time. It's not the wind howling at you, but a wolf. A quick scan along the icy coastline reveals a pack of wolves bounding across the snow. You can't quite tell, but they're chasing a large figure.

What do you do?

Have the party make Intelligence (Nature) checks after they decide how to continue their course. Anyone who beats a DC 13 can tell that the wolves are **winter wolves** (MM, 340), and there are 4 of them.

If travelling by land, the party will most likely form a protective circle as they continue approaching. If travelling by sea, they will most likely go to the edge of the ship to see if they hear anything else.

The fleeing figure is Tetanuik, an adolescent, whale-like cetacean female. She is part of the cetacean tribe that now lives in Firnboro.

The Cetacean Tribe

The NPC's that have taken up residence in Firnboro are a tribal race called cetaceans. How the party chooses to interact with the cetaceans is up to them, but an alliance will benefit the party much more than hostility.

Size and Shape

As a race, cetaceans are a bulky cross between a humanoid and a killer whale. The males average 8 feet tall while the females average around 7 feet. Even though the males are taller than the females, their weights are almost identical, growing up to 700 pounds at adulthood. Naturally adept at living in the cold weather, the cetaceans' blubber keeps them warm, even in sub-zero water. They can live anywhere between 450 and 600 years, though

some live longer.

Like killer whales, cetaceans have wide, toothy mouths and black, velvety skin. White patches surround their eyes and bellies, and though they have nostrils for smelling prey, they breathe through blowholes on the top of their heads. They can hold their breath for up to 1 hour at a time and dive to incredible depths.

The cetaceans sport humanoid features such as being upright, bipedal creatures with webbed feet. Their arms and legs are stumpy, similar to a dwarf's, and they walk with a hunch. They are able to wield weapons, preferring polearms like tridents and spears. On land, they are slow-moving creatures, but by sea they are extremely fast and agile.

Society

As a race, they are family-oriented, staying in pods that with anywhere

between 5-25 members. Nomadic in nature, they rarely stay in one place for long. When finding a permanent home, they will build igloos out of rocks, snow, and ice, or they will build huts out of tree limbs and reeds. Their villages tend to be near shores where they hunt most of their food.

Cetacean males do most of the hunting while the females look after the pups. A social race, they commonly group together for success. They don't form mated pairs, but rather breed freely among themselves. Cetaceans are primarily meat eaters, though portioning their meals with dabs of seaweed or coral isn't uncommon. From land, they prey on elk, reindeer, mammoths, and rodents. From the ocean, they prey on seals, fish, dolphins, and large baleen whales. They do not eat killer whales, seeing them the way most humans see apes—they can, however, train killer whales to hunt with them.



Cetaceans can speak a garbled form of pidgin aquan, but their own language, which has no written form, is songlike, similar to a whale's melody. Cetaceans can be heard from miles away in the ocean.

The leader of a cetacean tribe is either an alpha male or a shaman. Shamans dabble in divine magic, tattooing themselves in tribal patterns and singing incantations. A shaman is typically found in an ice lounge, which is a shelter filled with ice. By dropping their blood pressure into a near-hypothermic state, shamans are able to better communicate with Mahoka, the whale spirit who guides all pods. Some shamans have been known to live more than 2,000 years, guiding several generations of the same pod.

The Firnboro Tribe

Having arrived at Firnboro 5 years after the fight between Fleur and the remorhaz, the cetaceans that now reside in Firnboro had no idea what kind of "settlement" they had come across. They avoided the frozen people and the remorhaz out of fear, almost passing them by entirely.

The tribe's 1,300-year-old shaman, Turtishka, did not fear the frozen remorhaz or the frozen people. Turtishka listened to Mahoka, who told him about the great battle and how the townsfolk are forever trapped in their icy stases. Knowing that the people and the remorhaz can't harm his tribe, Turtishka convinced his fellow cetaceans to make Firnboro their home. He knows of the Emberstaff and the destroyed Sleetstaff, but he's unable to obtain the Emberstaff from Fleur's tower due to a mated pair of remorhazes that have taken up residence in there.

The Firnboro tribe consists of 8 cetaceans in total: 1 elder shaman (Turtishka), 2 adult males, 3 adult females, and 2 pups (1 male and 1 female).

Encountering Tetanuik

As the most outgoing of the cetaceans, Tetanuik is rather small for a cetacean female—only 350 pounds at her heaviest. Her curiosity has gotten her into trouble in the past, though her Bohemian attitude has made her the unofficial spokeswoman for her tribe when confronting foreigners. She has a fondness for "civilized" society, dressing the way she perceives civilized people to dress. She wears a leopard sealskin tunic over a skirt made from a seining net. She keeps a pet baby penguin, Tuk-tuk, nestled in a lady's hat that she found in one of the Firnboro houses, mistakenly assuming that humans wear birds in their hats (she's found several hats with feathers in them). Her tribe doesn't know why she hasn't eaten the baby penguin yet since baby penguins are, after all, a delicious snack for cetaceans.

Prior to the party's encounter, Tetanuik had been walking home after fishing for ice crabs when a pack of wolves set upon her. Now she's fleeing to the water's edge so that she can escape. If the party is approaching by land, Tetanuik will see them and run towards them for help, possibly engaging the party in a fight with 4 **winter wolves** (MM, 340). The wolves, however, expected to catch Tetanuik by herself and will flee if any party makes a successful Charisma (Intimidation) check DC 16. As a DM, you may choose to have the wolves flee if the party helps her, saving the pack to attack the party at a later time.

If the party approaches by sea, Tetanuik will escape the wolves by mere seconds after seeing the party's boat. She'll dive into the water and then climb onto the boat, safely avoiding the wolves and providing an entertaining experience as the boat's captain or any NPC's try to figure out what to do with the gigantic, primitive whale who's dressed like a person.

Tetanuik will be very thankful to anyone who helps her shake the wolves,

though it's unlikely anyone can communicate with her short of a **comprehend languages** spell (PHB, 224) or deciphering her pidgin aquan. She's very good, however, at pantomiming and suggesting emotion through her song-like cetacean tone. As thanks, she'll offer some of her ice crabs or let PC's play with Tuk-tuk. Tetanuik will be a good emissary between the PC's and the Firnboro cetacean tribe, so losing her or not allying with her can be a huge detriment.

If the PC's choose to shoo her away or attack her (it's possible that they'll think she's a threat), then Tetanuik (if she survives) will warn her tribe of the party's violent attitude. To the cetaceans, if Tetanuik can't get along with an outsider, then nobody can.

Stat-wise for this encounter, Tetanuik is a typical **cetacean** (Appendix), though she has no weapons and is instead armed with a large fishing net that can be used as an improvised weapon (doing 1d4+3 bludgeoning damage, +3 to hit). If offered a pole arm such as a spear, she will use it with great proficiency. She also carries a crabbing basket with 5 large ice crabs inside of it.

Cold Weather

The party's most powerful villain isn't a monster from the Monster Manual, but the sheer elements of the area around Firnboro.

The temperature is always at freezing levels, sometimes a few degrees below. Light snow is always falling, and sleeping without a source of heat at night is a death sentence.

Read up on the rules regarding cold weather (DMG, 110).

Firnboro (F)

Not much is left of the little crabbing community. The alpha remorhaz destroyed several structures, and years

of weather exposure has worn away most of the buildings. The cetaceans are familiar with tool-making, but they're ignorant to sentient architecture. They have retrofitted Firnboro to suit their primitive needs.

When the Firnboro tribe established their settlement, they didn't know what to do with the frozen people or the frozen remorhaz. Being both utilitarian and unfamiliar with humans, they decided to use the frozen people as furniture! It's not uncommon to find a jury-rigged table made from a slab of wood resting on top of a frozen man, or a hole in a wall plugged by a hunched-over ice-cube of a woman. Have fun with the awkward situations your party will have when they're asked to sit on a frozen human in place of a chair.

The people trapped within the ice are still alive, but they are unconscious in that they don't sense anything. Their poses are mostly expressions of fear or panic, and many of them were frozen while running or ducking for cover. They also do not age—trapped in perfect, senseless stasis. The ice surrounding them glistens more than regular ice, and a *detect magic* spell (PHB, 231) or any other magic-detecting ability recognizes the arcane aura. No heat, not even magical fire, can thaw them. Casting *dispel magic* (PHB, 234) could work, the DC to break the enchantment being 18 due to the Sleetstaff's power. The only direct counter would be through use of a *wish* spell (PHB, 288) or using the Emberstaff.

F1. Ice Barrier

Stacks of ice blocks are arranged in staggered walls. Snow is piled up on one side of them. It seems these walls of ice have been erected to stave off harsh storms.

The cetaceans built the ice barriers by sawing chunks of ice out of the frozen ocean and stacking them. The walls are 15 feet high and anywhere between 4

and 5 feet thick. The piled snow on the eastern side is at an increasing angle, allowing people to walk up the snow and stand atop the ice walls. The wall blocks wind and snow from the east.

Anyone examining the ice wall and passing an Intelligence (Investigation) check DC 12 reveals the following:

One chunk of a wall is missing, replaced with a chunk of ice that glitters more than the others. Deep inside the block is a frozen woman, her face trapped in a scream.

This woman was running from the remorhaz. She was frozen when the Sleetstaff overloaded. Her ice block can be removed from the ice wall with a successful Strength (Athletics) check DC 15. She was used to repair a broken chunk of the ice wall.

F2. Frozen Remorhaz

Placed out in the open as an extension from the ice wall is a gargantuan monster trapped in a block of ice. The creature is a blue arthropod, snake-like with several spindly legs. A webbed hood spreads out from its neck, and it sports two ovular, bug-shaped eyes.

This is the remorhaz from the fight that happened years ago. It's frozen just like the people, and the cetaceans utilize the frozen monster to keep other predators away. Unfreezing the remorhaz is a horrible idea, and only the most foolish of party members will seek to do so. If it's unfrozen, then the **alpha remorhaz** (Appendix) will attack anything nearby.

F3. Common House: Coal Storage

This squat, dilapidated storage shed has been built on the side of a large, cobblestone building. It has two wooden doors.

This building was used by the Firnboro

settlers to store coal brought in by merchants. The room itself has enough black coal to last for years, and the cetaceans have been using the coal to start their fires. A shovel and bucket are sitting in the corner of the room.

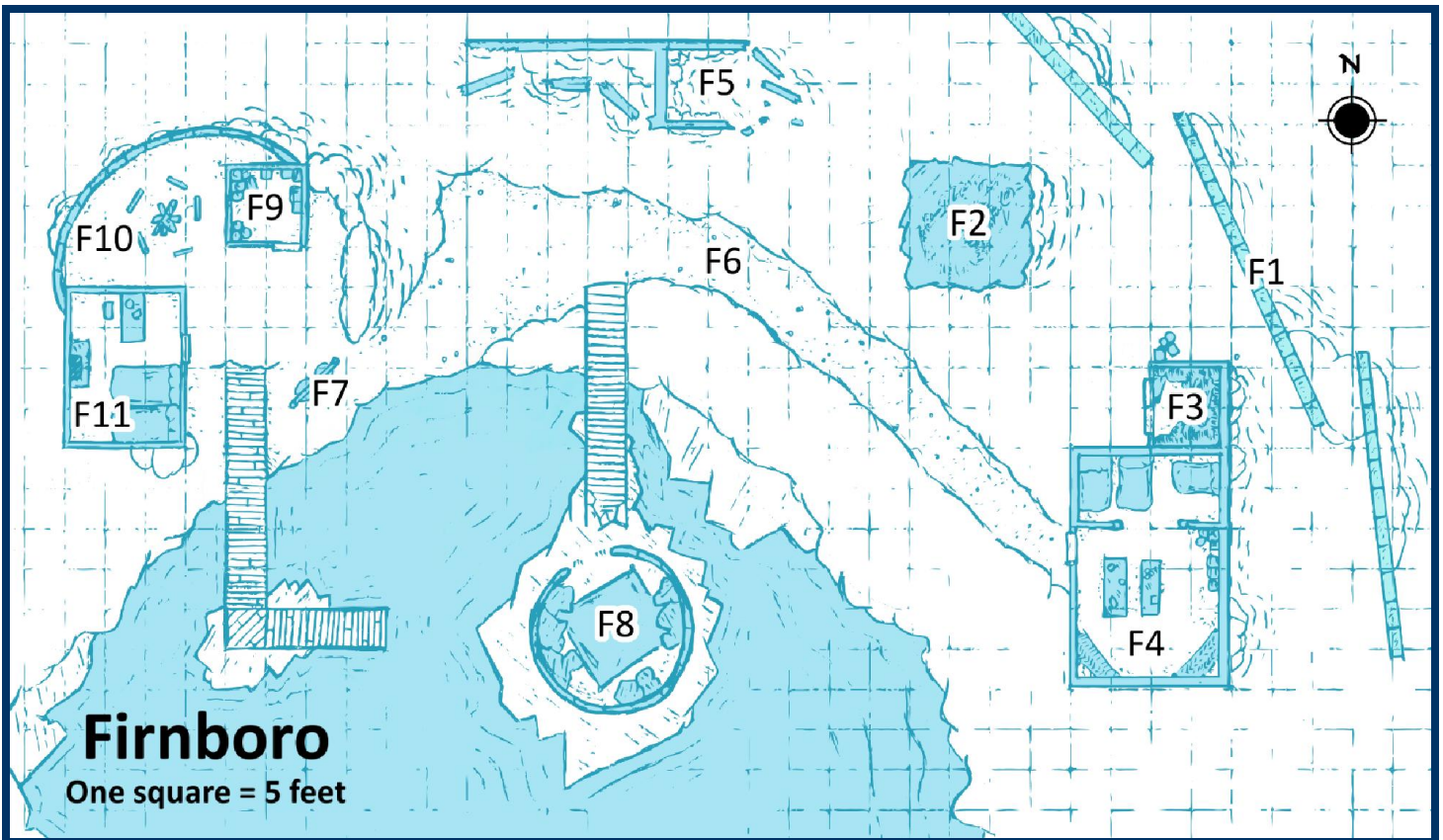
If for some reason a fire should start in this room (such as a thawed remorhaz going on a rampage), then the coal will ignite extremely fast, setting the common house on fire.

F4. Common House: Main Room

This cozy room has two tables in the center and two hammocks in the southern corners. A section of the wall has been removed in the northern end, revealing three sealskin bedrolls. Several barrels and crates adorn the walls, and there's a block of ice in one of the corners. Furs, skins, and other pelts cover the walls, insulating them so that the freezing cold air stays outside.

The three female cetaceans live in this building, and they sleep in the sealskin bedrolls. The wall was removed so that they could easily maneuver between rooms due to their girth. The hammocks are for the children, and they're made from old seining nets.

The block of ice contains a frozen man, and several slabs of fish and seal meat rest on top of it. Since the magical ice block still radiates cold, it's a perfect refrigeration device for the meat in the mildly warm cabin. The table itself is scattered with bones, bowls, and baskets full of animal parts. The females are always prepping food for the tribe, but they're not the cleanest of individuals. Two of them are found in here, the third one (Tetanui) is usually fishing or exploring. Both tables are held up by two frozen humans each (four in total).



F5. Dilapidated House

What used to be a wooden cabin is now a mess of broken beams, fallen walls, and piles of snow.

This house was destroyed by the weather, though the cetaceans have used it for scrap in rebuilding some of their other structures.

F6. Shoveled Path

A rocky path, free of snow, has been cleared between several of the buildings.

Tetanuik and the children shovel the snow on a daily basis, allowing the cetaceans easier travel between the houses.

F7. Carcass Rack

Two dead seals and a dead dolphin

hang from this wooden rack.

This is where the cetacean males hang their kills after their hunting trips. The females take the carcasses back to the common house for butchering. The cetaceans hang all of their kills from this rack (except for animals too large, such as whales or mammoths).

F8. Turtishka's Igloo

A boardwalk leads out to a chunk of ice floating near the shore, and an igloo made of ice rests in the center.

The **cetacean shaman** (Appendix), Turtishka, lives in this igloo. None of the other cetaceans enter it without his invitation, and to do so is a great taboo. Entering the icy igloo reveals a chilling (no pun intended) sight.

The cold bites your skin inside the igloo. For a moment, you believe that

it's colder inside the igloo than outside in the snow. An ornate, purple rug covers most of the icy floor, and several frozen blocks of people surround the walls. A broken piece of ornately carved wood rests in the center of the rug.

Turtishka uses the igloo as a personal hermitage, typically to converse with the god Mahoka. There are 14 frozen blocks of people surrounding the center, many of them stacked on top of each other. They keep the temperature of the room extremely low.

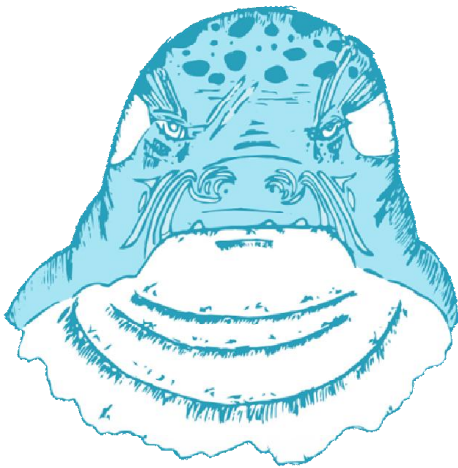
Functioning like the inverse of a sweat lodge, the low temperature inside the igloo induces hypothermia on anyone who stays too long. While in this near-death state, Turtishka is able to speak with Mahoka. If any of your PC's sneak into the igloo uninvited, they will most likely find Turtishka covered in a layer of frost, his eyes frozen open. Add the following to the description of the

igloo interior from earlier:

Seated behind the broken wood is a cetacean so old that it shouldn't be alive. Ice and frost dangle from its tattooed body, and its frozen eyes stare forward, as if boring into your soul.

Turtishka rarely ventures outside of the igloo except during meals or to speak in a brisk meeting. He doesn't freeze to death due to the piece of wood on the rug, which is actually all that remains of the Sleetstaff.

When the cetaceans found Firnboro's ruins, Turtishka found the Sleetstaff fragment and felt the small bit of power remaining in it. Using the piece of wood like a wand, Turtishka is able to adjust the igloo's temperature to enter his hypothermic state. The broken remnant of the Sleetstaff is in his possession, which is a club with the **Frost Brand** (DMG, 171) property.



Turtishka may allow someone to experience a hypothermic vision with him. He may offer certain PC's the honor either through acknowledging a great deed or by showing them potential consequences of their actions. Either way, if a party member chooses to sit in the igloo with him, he'll use a Sleetstaff Shard to lower the temperature. A PC must succeed on a Constitution save DC 16 or else suffer a level of exhaustion instead of seeing a

vision. Visions can include anything you wish, but they are similar to out-of-body experiences, many of which bring a PC's soul to the Wilderness of the Beastlands (DMG, 60) where they will meet Mahoka, who resembles a massive baleen whale. Be creative with the vision: is it an ill omen? A blessing? A prophecy? Make it your own.

F9. Storage House

This regular, wooden structure is filled with many types of food.

Casks of brine-soaked meat line the room, and the smell of salt water stings your nose. The walls are lined with sealskins, and the ceiling is covered in several low-hanging plants.

The sealskins help insulate the room. An Intelligence (Nature) check DC 10 reveals the low-hanging plants to be chunks of drying seaweed. The reason the room smells like salt water is because of the brine casks.

Perusing the different casks, crates, and barrels reveals 40 pounds of dried seaweed hanging from the ceiling, 60 individual 5-pound chunks of seal meat wrapped with seaweed (300 pounds total), 4 buckets of whale oil, a salt-rubbed reindeer carcass, and 6 skinned penguins hanging in one corner of the ceiling.

Also with the seaweed is about 20 pounds of dried tobacco, which the cetaceans smoke with scrimshaw pipes, inhaling the smoke as any human would, but exhaling it through the blowholes on top of their heads. Another luxury stashed away is a 4 pound chunk of ambergris coughed up from Turtishka himself. It can be sold for 2,000 gp to any vendor that specializes in perfumes and oils.

The food in this room is an emergency stash for harsh times, though the penguins are saved for special occasions (served up if the party does a particularly beneficial deed for

the cetaceans, perhaps?)

F10. Dining Fire

Several wooden logs surround a campfire. A wall similar to an igloo's stretches between two structures, creating a barrier against the elements.

The cetaceans gather here when they eat. The females roast the food over the fire, then call the males to eat with them. Turtishka is always served first.

If the cetaceans invite the PC's to feast with them, have fun with this scene. Maybe the food is undercooked (cetaceans are fine with eating raw meat), or maybe the food is just rancid. Tetanuik will be extremely happy if the party eats with her family, and unlike the utensil-less, barbaric manner that cetaceans eat, Tetanuik tries to eat with forks and plates, though she's far from skilled. A barbarian or hermit used to eating with wild people will fit right in with the cetaceans during dinner—a noble from an educated family, however, might find some difficulty.

F11. Hunting Lodge

This wooden house contains two large sealskin bedrolls, a wooden dining table piled with tools, and a fireplace. It reeks of old fish in here.

This is where the two male cetaceans live. Inspecting the table shows that it's actually the door from another building, and instead of table legs, there are two frozen humans propping it up.

The tools on the table are mostly equipment for hunting: mesh nets, daggers, skinning knives, and rope.

A male party member who demonstrates great courage or feats of strength to the cetacean males might be allowed to stay in the lodge, though the smell might keep most PC's from wanting to stay inside too long.

Random Events

Throughout the party's ventures around Firnboro, a random event can spice things up, especially if you are not constrained for time. If running this as a one-shot, you may wish to omit some of these events. If not, feel free to roll on the Firnboro Events table whenever you see fit, or just preemptively pick the events if you want more control of the adventure.

Firnboro Events

D8 Event

- | | |
|---|----------------|
| 1 | Mammoth |
| 2 | Blizzard |
| 3 | Caribou herd |
| 4 | Wolf pack |
| 5 | Seals |
| 6 | Willacoochee |
| 7 | Sydniss |
| 8 | Young Remorhaz |

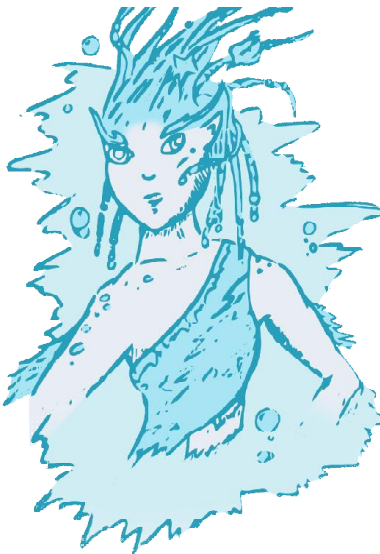
Mammoth

Few choices of prey are as promising as that of a hulking mammoth wandering the frozen wastes. A slain mammoth can mean weeks of food for a cetacean tribe, and the male hunters of Firnboro long to take down a mammoth for their kin; however, with only two males to do the hunting, they are unable to kill the beast without getting themselves killed. One mammoth can fight off two cetaceans easily, but a little help from the PC's could easily swing the fight in favor of the hunters.

Have a cetacean spot a **mammoth** (MM, 332) wandering by itself. Since mammoths usually roam in herds, catching one alone is a rare chance. Eventually, the cetaceans look to the party for help. Slaying the mammoth and helping to bring it to camp will benefit the party's relationship with the cetaceans.

Blizzard

A roaring blizzard storms in from the east, pelting the Firnboro area with snow and ice. This blizzard could strike at any time—even during another encounter, catching the party off guard when they least expect it. Feel free to roll again on the event chart and add the blizzard effect to a different event.



Caribou Herd

Though not as large as mammoths, caribou are still fantastic sources of meat. But whereas the mammoths are slow and powerful, the caribou are weaker and quick—too quick for cetacean hunters to catch them.

A herd of 2d6+6 caribou **elk** (MM, 322) is migrating past Firnboro. When they sense danger, they will flee at full speed, so stealth is more valuable than brawn when trying to hunt these creatures for the cetaceans.

Wolf Pack

If the party didn't kill the 4 **winter**

wolves from before, then the wolves will still be roaming the land. If the party is away from Firnboro (most likely while trekking towards Fleur's tower), the wolves will attack. The party can try to scare the wolves away, but by now the wolves are too hungry to give up—they will fight to the last breath.

Seals

Though smaller than other prey animals, a seal is a standard food source for cetaceans. They're basically a chunk of meat in a leathery sack, perfect for eating. Use the **badger** (MM, 318) and **giant badger** (MM, 323) stats to represent the seals, but take away their attacks and cut their movement speeds in half.

Cetaceans hunt seals by finding a giant mass of them on the shores, then they stab as many of them as they can with their spears. The slow seals, especially young ones, can't escape fast enough, and several of them end up becoming meals or clothes for cetaceans once the slaughter is complete.

Have 8d6 seals of various sizes show up on a shore down the ways from the Firnboro tribe. In excitement, the cetacean males run off to harvest the catch. The party members are urged to tag along by the remaining cetaceans.

Willacoochee

Recently, a **killer whale** (MM, 331) nicknamed Willacoochee has been hanging around Firnboro. Tetanuik has been tossing food to it, but the whale shows no signs of wanting to stay near Firnboro. Even worse, Turtishka has told Tetanuik that Willacoochee's pod is about to leave, meaning Willacoochee will leave with it.

The party might be able to win Willacoochee over to Tetanuik's side. Tossing it food and beating a Wisdom (Animal Handling) check DC 16 will garner favor for Willacoochee. Closer inspection of the animal reveals that there is a spear-hook lodged in its tailfin, and anyone who can remove the hook will also gain affection from the whale.

Let the party be creative regarding their interactions with Willacoochee. He's a bit of a rascal, sometimes dunking someone into the water. Tetanuik will have nothing but gratitude for a PC who wins the whale over for her, and Willacoochee can prove a valuable ally at later parts of the adventure.

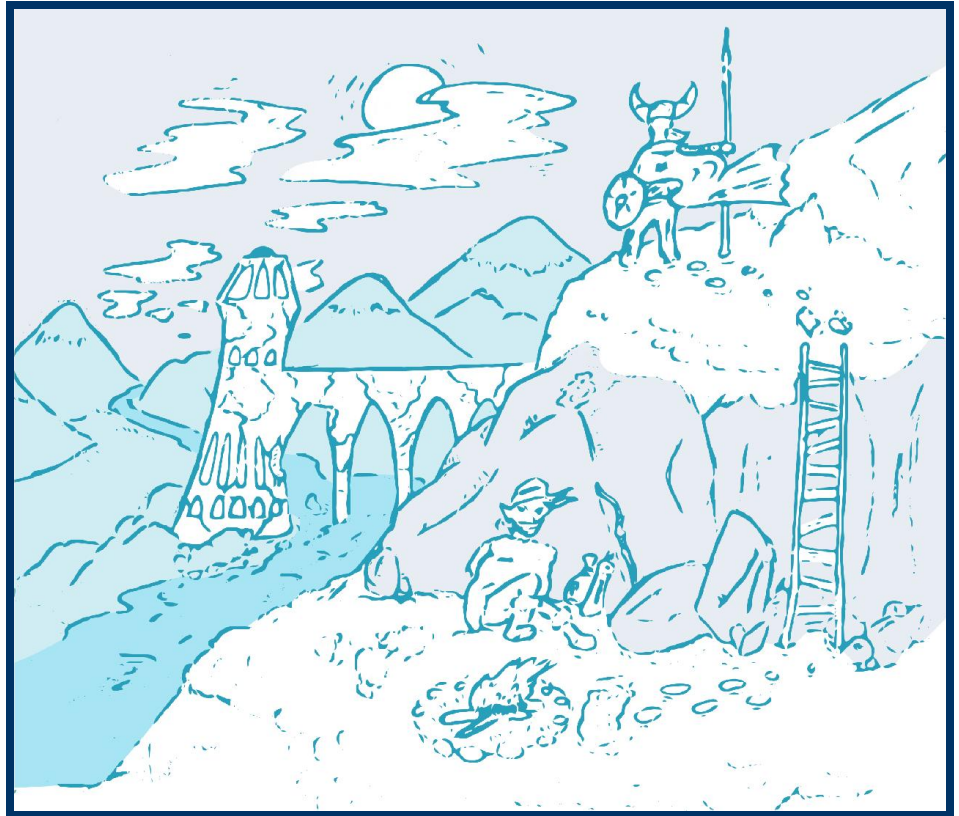
Willacoochee is a unique encounter and should not count for any other rolls on the Firnboro Events chart if rolled again.

Sydness

Young and daring, the female **merfolk** (MM, 218), Sydness, knows about the Firnboro tribe. A vendor of many items stolen from ships and seaside docks, Sydness shows up once every couple of months to trade with the Firnboro cetaceans.

Riding in a giant conch shell pulled by a pair of **giant seahorses** (MM, 328), Sydness will show up on the shores of Firnboro ready to trade. The conch shell is usually packed full of random gear, so feel free to have her sporting random items from the *Player's Handbook* Equipment chapter. She's essentially a way for the party to have a vendor, buying torches or random bits of gear that they might need. Be practical with her inventory, though a few odd items thrown into the mix are sure to add to her awkwardness.

Sydness doesn't know about Fleur, but she's more than happy to translate between the party and the Firnboro tribe—for a fee, of course.



Young Remorhazes

Unknown to the party, 3 **young remorhazes** (MM, 258) lurk in the area. These are the spawn of the female remorhaz that the party will fight at the end of the adventure.

Seeing an easy meal, the remorhazes will burst from the ground or lurk outside of Firnboro, waiting until the party puts a fair amount of distance between themselves and the frozen alpha remorhaz before attacking (the smaller remorhazes are afraid of it).

Anyone who passes an Intelligence (Nature) check while examining the corpses deduces that the remorhazes are quite young, and that a nest might be nearby.

Locating the Emberstaff

About five miles northeast of Firnboro and in the mountains is Fleur's tower. It is guarded by a mated pair of

remorhazes, the male one living in the lower area and the female living in the top. The magic remaining in the tower is soothing to them, and they are currently guarding a nest of eggs.

The cetaceans know of the tower's location, and anyone who looks to the mountains and passes a Wisdom (Perception) check DC 18 sees the ice and stone tower rising up in the distance.

Turtishka has seen visions of the Emberstaff in his hut, and he will help the party locate it if they have a good relation with him. He won't go forth with the party, but he will assign Tetanuik to guide the party up the mountains. If the party is in especially good favor with the cetaceans, then Turtishka may send one of the fighting males along as well.

Scaling the Mountain

There is a small trail that was used by

Fleur to scale the mountain, but now it is covered in snow and ice. Still, it's easier to take the path than climb the rocky exterior. However, if the party has fought the male remorhaz lately, then the path will be clear of snow since the male remorhaz uses it to scale the mountain.

The party will need climbing gear and pitons to scale the cliff facing, risking falls and chance encounters with wolves or blizzards. A mage with fire-based spells can clear snow away, making it easier, but the party will essentially have to climb a mile's worth of steep mountainside, which could take the better part of 4 hours, especially if there isn't someone in the party skilled in surviving snowy conditions or mountains.

In addition to the path up the mountain, there is the Sleet River that flows under a thick layer of ice. Swimming against the river will take the party to the tower. The river doesn't flow fast, but it's deep enough for even Willacoochee to swim up. If the party has built a solid friendship with Willacoochee or Sydniss, then the whale or Sydniss' giant seahorses can drag the party up the river, though it will be extremely cold. Pockets of air exist, but they are rare, and Turtishka can grant *water breathing* (PHB, 287) if he knows about the party's plan. The cold water, however, is a different matter altogether for the party to solve.

Male Remorhaz

Guarding the mountainside is a vicious male **remorhaz** (MM, 258). This remorhaz is the father of any young remorhazes in the area, and he will keep any adventurers from reaching his mate in Fleur's tower. The male remorhaz will attack the party somewhere along their trek up the mountain, either roaring along the mountain side or meeting the party in the Sleet River. Either of these locations will provide an intense fight since the mountainside is sloped and

dangerous, and the underground river is tight and congested—not to mention the potential for drowning.

The male remorhaz will fight until his last breath, not retreating under any circumstance. Inspecting the dead body with an Intelligence (Nature) check DC 15 reveals that the remorhaz is an adult male.

Fleur's Tower (T)

The tower itself is separated into two tiers. Each tier is roughly 60 feet tall and 90 feet wide. When the party approaches the tower, they will see it in its dazzling glory.

Over a hundred feet tall, this stone and ice monument is cylindrical in shape. Three rows of arched windows line the tower, and a snow-covered bridge connects the tower's upper floor balcony to the mountain next to it.

There are several possible ways to enter the tower—the most direct method being a transportation spell such as *fly* (PHB, 243) and entering a window. Other ways to enter the tower are through the bridge and the main door.

T1. Sleet River

This ice-specked river swirls around the base of the tower, then snakes away back into the ground. Pillars jut out of the river and support a bridge above it.

The party will emerge from the south portion of the river if they used it to travel the mountain. The current flows from north to south at a moderate pace.

T2. Bridge

A stone bridge looms over the river, connecting a path up the mountain to the upper floor of the tower. It is piled high with snow from years of abandonment.

The bridge itself is 20 feet wide and 100 feet long with a support pillar every 20 feet or so. This bridge has a gaping hole in a section of it that can't be seen from the top due to the snow that covers it, but anyone looking at the bridge from below can see the gap.

Stepping across the snow-covered hole in the bridge triggers a trap. The snow will give way, falling through the hole and into the water below. Anyone stepping across the hole must succeed on a Dexterity save DC 16 or tumble down with the snow, taking 3d10 falling damage.

There is a door to the tower's upper floor where the bridge connects with it.

T3. Eroded Wall

Along the tower's wall and in line with the bridge is an eroded out section of the wall, slick with ice.

This hole was formed by one of the remorhazes. The party can climb into the tower through this gap.

T4. Front Door

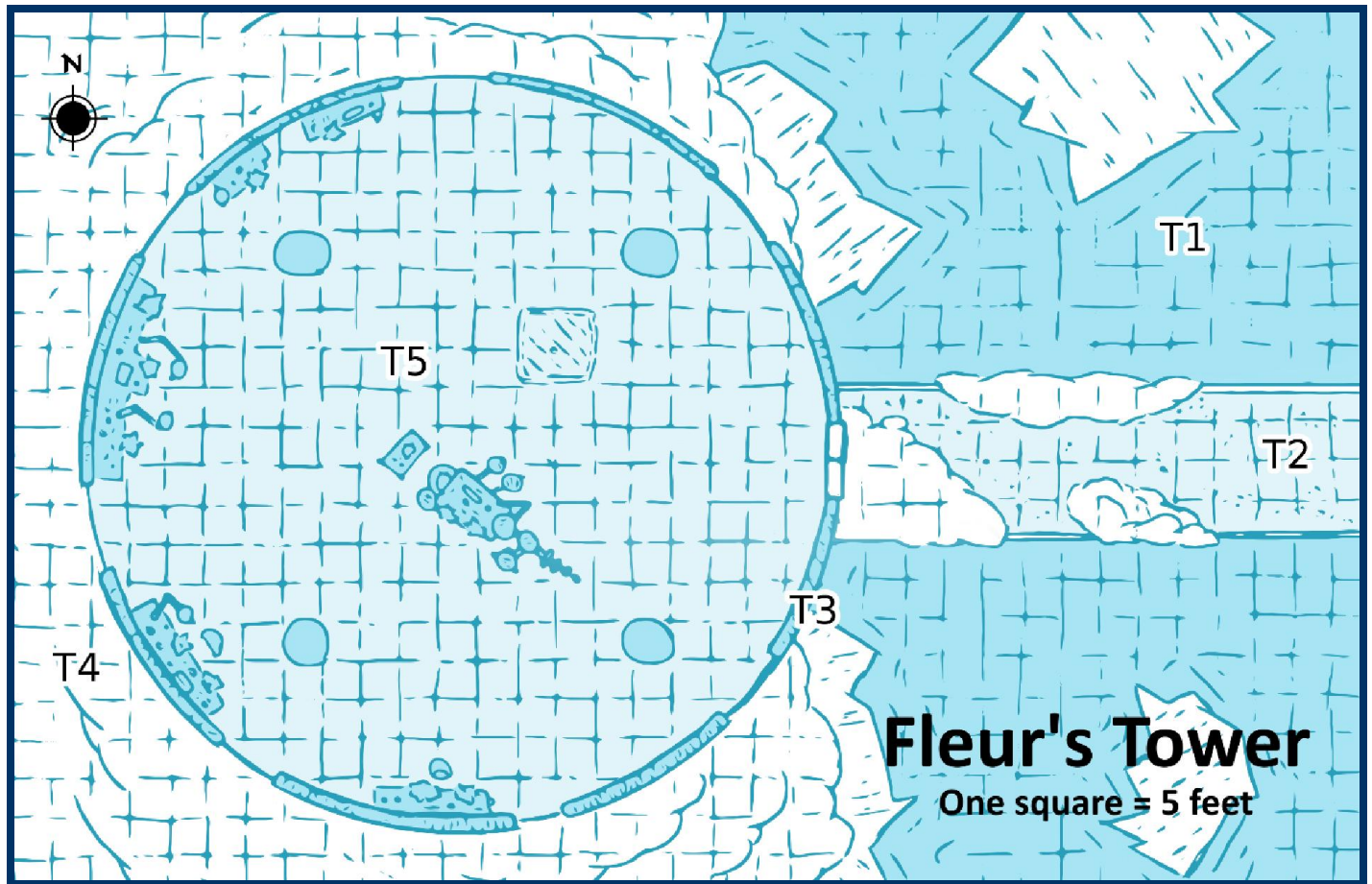
A pile of crisp snow covers the base of the tower.

The front door is obscured by snow, but digging through the snow or melting it reveals a set of wooden, double doors.

T5. Interior

The interior of the tower is separated into two tiers: a lower level and an upper level. If entering through the front door, the party will be in the lower level. If entering through the bridge, the party will be in the upper level.

This lower level of the tower is 60 feet tall with a diameter of 90 feet. Rubble and ice cover the floor. On the ceiling above, there is a single trap door to the top floor.



Treat the cluttered area in here as rough terrain. Anyone can make an Intelligence (Investigation) check DC 15 to realize that the ring of stone halfway up the wall is the remnants of the second floor, which caved in and now litters the ground as rubble.

Several odd trinkets and debris have been crushed by the remorhazes slithering over the area. Anyone who passes a Wisdom (Survival) check DC 15 notices that a remorhaz frequents the area.

There are no stairs to the upper floor. Fleur was a mage, so she used spells to transport herself between floors. If the party digs through enough debris, they can find a few potions of *levitate* (PHB, 255) to get them to the ceiling. Otherwise, they can try to climb the jagged walls with a Strength (Athletics) check DC 20, but the DC is reduced to 10 if they use pitons and

rope.

The upper floor differs from the bottom floor: it's warm (from the Emberstaff) and not nearly as wrecked by the remorhazes. Also, the upper floor is depicted on the Fleur's Tower map (the bottom floor, though not pictured, is virtually the same in shape although it's covered in debris).

Warm air hits your skin as you enter this area. Largely untouched, this room is pristine and glimmering with ice columns and machines. Gadgets comprised of focusing lenses and glowing ice crystals dot the room, and a sigil of a snowball and fireball in a Yin-Yang pattern rests on the wall. Nestled over the sigil is a brass staff with a garnet-encrusted shaft, and a red flame pulses at its tip: the Emberstaff.

This is where Fleur conducted her experiments, using the gadgets to analyze different magical properties. An Intelligence (Arcana) check DC 15 on the crystals shows that they are synthetically created by magic, similar to the ice that the Firnboro natives are frozen in.

Investigating the device with the focusing lenses shows that each lens has a series of runes inscribed upon the glass. The runes are draconic, each one designating a lens to a large town or city on the continent (such as Waterdeep, Neverwinter, or Silvermoon—DM's discretion). A successful Intelligence (Arcana) check DC 15 reveals that this device is a large telescope, capable of seeing into towns and cities hundreds of miles away. Near the device is a lever. Pulling the lever causes the roof of the tower to split in half and open, and a series of gears will cause the telescope

to lift into the air. By speaking one of the cities' names, the device will aim in the direction of the city, and an image of the city will appear in the appropriate lens. This device functions like a *scrying* spell (PHB, 273), though it only works on the listed cities. Fleur built it to keep an eye on the outside world.

Nestled near the corner is the Emberstaff, which uses the same stats as a **Staff of Fire** (DMG, 201), and it gives off heat strong enough to keep the upper floor at room temperature. Nestled beneath the Emberstaff are three healthy remorhaz eggs encased in ice.

Female Remorhaz

The mated pair of remorhazes in Fleur's tower won't take kindly to adventurers spelunking through their territory. By now, the party has already dealt with the male, but the female will be tougher yet.

The female **remorhaz** (MM, 258) will be lurking in the bottom floor of the tower (Area T5) under much of the debris. If the party is particularly noisy with their approach over the bridge (Area T2), the female remorhaz will creep out of her hiding spot and lurk near the eroded wall (Area T3). If a party member falls through the hole on the bridge, then the female remorhaz will attack the fallen party member. Otherwise, the female remorhaz will slither out of the eroded wall and burst through the hole in the bridge, attacking the party on the bridge and attempting to knock them off.

The female remorhaz, if fought in the bottom room (Area T5), will take advantage of the rough terrain, though it can be lured out of the tower by the party. If you want, you can wait until a member of the party notices the remorhaz tracks before letting the female remorhaz burst forth.

This creature is protecting her clutch of eggs, so she won't retreat—choosing to fight to the death. If any

cetaceans are with the party, they will fight alongside them, jabbing at the remorhaz with spears or rescuing party members from the river should anyone fall in.

Unlike the male remorhaz, the female has the following spells from the Wizard spell list that she can cast at random as a standard action:

D4 Spell (Save DC 14, +7 to hit)

- 1 Fog Cloud
- 2 Sleet Storm
- 3 Scorching Ray
- 4 Wall of Fire

Any party member who witnesses the remorhaz casting these spells can make an Intelligence (Arcana or Nature) check DC 15 to know that remorhazes can't cast spells—so something is amiss! Whenever the remorhaz casts these spells, they originate from her mouth as though she's "breathing" the spell like a dragon breathes fire. Only by slaying the remorhaz or being swallowed by her will the party learn the source of her power. There's a reason that Fleur Sleetslayer's frozen body hasn't been found—she's been eaten by the female remorhaz!

Years ago, the female remorhaz swallowed Fleur's frozen body, but the magical ice protected Fleur from the remorhaz's stomach. The remorhaz would have spit Fleur back out, but chose to keep Fleur in her stomach after witnessing her new power!

There are hints that the female remorhaz has swallowed Fleur: any party member who casts *detect magic* at the remorhaz can see a humanoid shape in her belly. Also, any party members swallowed by the female remorhaz will come face-to-face with Fleur's frozen body. Finally, slaying the female remorhaz causes her to regurgitate Fleur:

The monster of fire and ice sputters as it receives its death blow. A few sparks of magic escape her maw, but after one final bellow, she collapses in a

dead heap. A lump forms in her belly, slowly moving up her throat, and you then see a giant block of ice spill out of her dead maw.

Inside the block of ice, trapped just like the townsfolk of Firnboro, is a female dwarf wearing ornate furs that only a wizard would don.

There's a chance that **Fleur Sleetslayer** (Appendix) can join the fight before the female remorhaz is killed. Any party member using the Emberstaff or casting a *dispel magic* attack on the female remorhaz can potentially melt the ice encasing Fleur. If freed, Fleur will escape the female remorhaz on the remorhaz's initiative. The female remorhaz will lose her spells if Fleur is freed. Roll 6d6+12 to determine how much starting HP Fleur has (she is still wounded from her fight with the alpha remorhaz).

Aftermath

Once the female remorhaz is defeated, the party will be safe, and the Emberstaff will be in their clutches. The staff can melt the magical ice that encases Fleur and the Firnboro citizens. If freed, Fleur will thank the party and give them the Emberstaff as thanks, as well as allow the party to use her telescope device to investigate other cities. She will insist upon freeing the Firnboro citizens from the ice, though she doesn't know where to put them since their town is almost destroyed and currently inhabited by cetaceans.

The party can devise their own ways to handle the situation: do they push to have the frozen citizens housed in Fleur's tower for the time being? Do they strike a deal between the townsfolk and the cetaceans? Do they book the townsfolk passage to another city? Rebuilding Firnboro will gain the party renown, especially since merchants can return to trading with them, and the telescope device can be a useful tool in creating the next adventure hook (one of the towns could

be under attack, for example). The party will be seen as heroes by the Firnboro citizens, and if they sell the Emberstaff to the right buyer, they'll receive a hefty 15,000 gp bounty—possibly more. The remorhaz eggs can also be sold for a sizeable profit, totaling between 5,000-8,000 gp each.

There's also the matter of the frozen alpha remorhaz in the center of town. The cetaceans like it because it keeps monsters away, but the townsfolk might want it removed. Shoving it into the water would be the best way, though your PC's may find a more creative way of removing it.

If they choose to free it, however... you can't fix chaotic stupid. Though a clever way of transporting it into the middle of a group of bad guys and unfreezing it is totally worth the components cost of a *gate* spell (PHB, 244).



Appendix

Here is where can find entries for monsters and items that are not found in the Dungeons and Dragons 5th edition *Player’s Handbook, Dungeon Master’s Guide, or Monster Manual.*

ALPHA REMORHAZ

Gargantuan monstrosity — N

AC – 19 (natural armor)

HP - 256 (23d20+16)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	13(+1)	24 (+7)	5 (-3)	10 (+0)	6 (-2)

Damage Immunities cold, fire

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

Languages —

Challenge 17 (18,000 xp)

Heated Body. A creature that touches the alpha remorhaz of hits it with a melee attack while within 5 feet of it takes 14 (4d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 7 (8d12+9) piercing damage plus 14 (4d6) fire damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the alpha remorhaz can’t bite another target.

Swallow. The alpha remorhaz makes one bite attack against a large or smaller creature it is grappling. If the attack hits, that creature takes the bite’s damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the alpha remorhaz, and it takes 21 (10d6) acid damage at the start of each of the alpha remorhaz’s turns.

If the alpha remorhaz takes 40 damage or more on a single turn from a creature inside it, the alpha remorhaz must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the alpha remorhaz. If the alpha remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

LEGENDARY ACTIONS

The alpha remorhaz can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another

creature’s turn. The alpha remorhaz regains spent legendary actions at the start of its turn.

Feint. The alpha remorhaz moves up to half its speed.

Polar Reversal. All instances of fire damage that the alpha remorhaz would deal is changed to cold damage. The alpha remorhaz can use this ability to revert any cold damage it would deal back to fire damage.

CETACEAN

Large humanoid (cetacean) — LN

AC – 12 (leather armor, natural armor)

HP - 41 (4d10+16)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10(+0)	18 (+4)	8 (-1)	14 (+2)	12 (+1)

Skills Perform +3, Survival +4, Swim +5

Damage Resistances cold

Senses blindsight 60ft., passive Perception 12

Languages Aquan, Cetacean

Challenge 1 (200 xp)

Echolocation. The cetacean can’t use its blindsight while deafened.

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

Sea Song. The cetacean gains advantage on all Charisma (Performace) checks that rely on singing.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

GEAR

4 daggers, leather armor

Variant: Cetacean Shaman

Cetacean shamans, such as Turtishka, are gifted with spells by the god Mohaka. These cetaceans are much older than their kin, though their spellcasting ability makes them potent seers for their tribe. A cetacean shaman has a challenge rating of 3 (800 xp) and has the following traits.

Spellcasting. The cetacean shaman is a 6th-level spellcaster. Its spellcasting ability is Wisdom (Save DC 13, +5 to hit with spell attacks). The cetacean shaman has the following druid spells prepared:

- Cantrips (at will): druidcraft, mending, produce flame
1st level (4 slots): cure wounds, speak with animals
2nd level (3 slots): animal messenger, beast sense, locate animals or plants.
3rd level (3 slots): sleet storm, water breathing, wind wall.

FLEUR SLEETSHAPER

Medium humanoid (dwarf) — NG

AC - 12 (studded leather)

HP - 16d6+48 (127)

Speed 20 ft., swim 40 ft.

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

Saves Int +9, Wis +8

Skills Arcana +9, Insight +8, Nature +9, Survival +8

Damage Resistances cold, fire

Senses darkvision 30, passive perception 13

Languages Aquan, common, dwarven

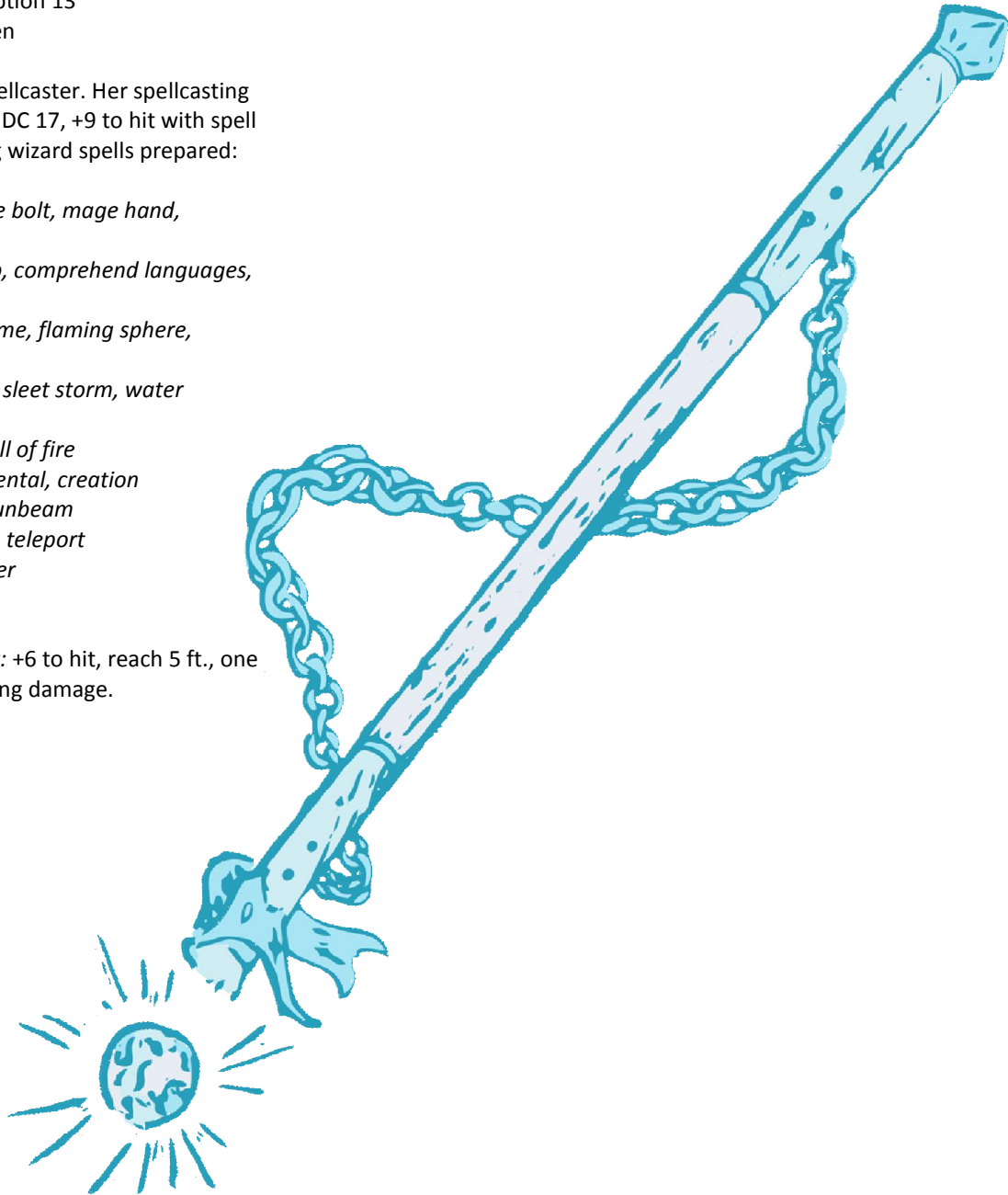
Challenge 10 (3,900 xp)

Spellcasting. Fleur is a 16th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Fleur has the following wizard spells prepared:

- Cantrips (at will): *chill touch, fire bolt, mage hand, mending, message*
- 1st level (4 slots): *chromatic orb, comprehend languages, feather fall, fog cloud*
- 2nd level (3 slots): *continual flame, flaming sphere, levitate, scorching ray*
- 3rd level (3 slots): *clairvoyance, sleet storm, water breathing*
- 4th level (3 slots): *ice storm, wall of fire*
- 5th level (2 slots): *conjure elemental, creation*
- 6th level (1 slot): *move earth, sunbeam*
- 7th level (1 slot): *project image, teleport*
- 8th level (1 slot): *control weather*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+1) bludgeoning damage.



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