

# DG12: Icy Foreshadowing

By Dan Hass



Legend holds that once dragons ruled over all Dimgaard. They carved out kingdoms and reigned unchallenged for uncounted millennia. Only speculation explains why the time of dragons came to an end, but it is doubtful the young races could have arisen if dragons still ruled. For several years, it has been an open secret that the dragon cults have been strategizing to bring dragons back. Signs seem to indicate that at least one cult has succeeded. Heroes are needed to quash the threat lest it fester into something that could bring disaster to the entire region. A Dungeons and Dragons 5<sup>th</sup> Edition Adventure for 1-8 4<sup>th</sup> level characters. This is the first episode in the Wyrmlings Saga.

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## Adventure Summary

*Icy Foreshadowing* is a Dungeons and Dragons 5th Edition adventure designed for 1-8 4th level characters. It requires a *Player's Handbook*, a *Monster Manual*, and a *Dungeon Master's Guide*. This is the first episode of the 4 episode Wyrmlings Saga which is also available as a single package.

While the encounters include scaling for 1-8 characters, parties of 1 or 2 PCs and 7 or 8 PCs are fringe circumstances that may play oddly. Specifically, parties of 1-2 are highly susceptible to a single bad die roll, and 7-8 can slow play dramatically. Ideally a party will be 3-6 PCs.

It is set in the *Dimgaard Campaign Setting* (the *Dimgaard Campaign Guide* is a free pdf available at [drivethrurpg](http://drivethrurpg.com)), but could be set in other campaigns where there is a significant mountain wilderness appropriate for the white dragon wyrmling, Rthyin, to establish a lair.

Digital copies of the encounter maps are available [here](#).

### Other Adventures

You can find all the Dimgaard adventures to date (and supplemental content) on [drivethrurpg.com](http://drivethrurpg.com). You can also back this [Kickstarter](#).

## Preparing for the Adventure

It is always a good idea for the DM to read through an adventure before running it. *Icy Foreshadowing* is no different. There are some complex encounters that the DM should be familiar with prior to running the adventure.

*Icy Foreshadowing* makes use of information presented in the core material, and it will make running the adventure much smoother if the DM is familiar with this material beforehand.

In particular, the DM should familiarize herself with the personalities, lair actions and regional effects of a **white dragon** (*MM* p.102-103), and the effects of extreme cold and frigid water (*DMG* p.109).

### Tailoring Encounters

There are encounters in the *Icy Foreshadowing* that could be tailored to align with the specific backgrounds of PCs in a DM's group.

For example, the guards to the entrance to the wyrmling's lair are presented as white dragonborn members of the Cult of the White Dragon. However, the DM could substitute a different organization to tailor it to one or more PCs' circumstances or backgrounds. Similarly, Deathcaller is presented as a notable member of a goliath tribe, but the DM may change his race or affiliations to better correspond with PCs in her campaign.

A battlemat or dungeon tiles may be helpful, but not necessary.

## Running the Adventure

*Icy Foreshadowing* presents a challenge for the PCs: find out if a white dragon has established a lair at Jyd Summit, a mountain at the fringe of Dimgaard, and, if so, do something about it.

The adventure then presents the setting of Jyd Summit. Many of the challenges the PCs will face are already presented in the *Monster Manual*, and *Dungeons Master's Guide*. There are opportunities for the DM to provide as much information to the PCs as she believes is warranted, and there are some obvious things the PCs can do, but ultimately, the strategy is up to the PCs. There is no "script" for the PCs, and the DM should be prepared for unexpected actions from the PCs.

In most cases the setting for an encounter is described in boxed text. The DM may use this verbatim if the encounter unfolds as designed, however, if the PCs have done something unexpected, the boxed text may not accurately describe the set up. The DM is not constrained by the boxed text, and should feel free to describe the encounter as necessary for the particular circumstances of the adventure.

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In general, the encounters in this adventure are intended to be **hard** (*DMG* p.82).

### **Encounter “Exploits”**

Technically, the encounters where combat is likely use **medium** XP budgets. However, there are ways to increase the challenge of encounters without increasing the calculated CR of the creatures.

For example, a primary danger to PCs when they face Rthyin is his lair actions; it is a curiosity of dragons that their Lair Actions do not scale.

Additionally many of the creatures in the encounters use features which do not affect calculated CR, but which do affect the potency of the creature. These modifications are denoted with <sup>1</sup>. These are intended to allow a DM to tailor the difficulty of the encounter for her group.

For some parties a standard **medium** encounter may actually meet the definition of a **hard** encounter – if the PCs aren't optimized for combat or the tactics aren't coordinated. But for more focused parties, the optional traits may be needed to make the encounter interesting. The DM should use or ignore the optional traits based on her analysis of her party keeping in mind that the goal is for the encounters to be interesting and meet the definition of **hard**.

This adventure as written is designed so that PCs will progress through 4th level by completing this adventure with near optimum XP collection and (probably) four or five other similar adventures. If this doesn't align with the DM's campaign goals and expectations, she should adjust XP awards accordingly (or possibly abandon XP measurement and use a milestone approach to advancement). The XP progression of Dimgaard adventures presumes that PCs get little or no XP for encounters where combat does not occur (awarding Inspiration is the expected reward).

## Adventure Background

### **The Great Reduction**

Once Dimgaard was ruled entirely by dragons – some metallic and some chromatic. They carved up the vast Dimgaard area into territories, and were careful not to encroach upon each other's territory. Many lesser races developed during this epoch, but there was no room for them to rise under the smothering presences of the dragons.

Then the elves arrived. In the Feywild, the archfeys took notice of their elven cousins in Dimgaard, and wanted them to thrive, but that meant eliminating the dragon rule. Using diplomacy and some intrigue, the archfeys convinced the metallic dragons that they were living in conflict with the proper natural order by living peacefully beside the chromatics. Eventually a war between the metallic and chromatic dragons was engineered. The war lasted centuries but in the end chromatic dragons were eradicated from Dimgaard.

At that point, the archfey issued an ultimatum to the metallics: leave or the archfey would go to war in order to make room for elves. Extremely weakened by the war, the metallics knew they could not defeat the archfeys and left Dimgaard.

Several years ago, after centuries of struggling just to survive, the various chromatic dragon cults initiated a bold plan. While hope lingers for a return of the dragons of old from wherever they may be, the cults decided to seek out eggs and see if they could be incubated. They were successful. The dragon cults hatched dragons, and raised them in secret. Now the first of these are on the cusp of aging from wyrmling to young dragon. Their instincts are kicking in and they can no longer be restrained from establishing lairs.

Several weeks ago, Rthyin, a white dragon wyrmling left the community in the mountains where he was hatched and raised and moved to the peak, Jyd Summit. Jyd Summit rests between the dwarven community of Giruhm and the goliath



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community of Zigarvik. He was accompanied by a troop of guards to protect him, and they took up station at the entrance to the wyrmling's lair.

The regional effects of Rthyin's lair quickly transformed Jyd Summit into a forbidding, frozen wasteland. The dwarves of Giruhm sent scouts to investigate. The scouts did not fare well. Some succumbed to the dangers of the environment, some were eaten by Rthyin and his guards, and some now decorate the lair as trophies encased in ice.

Uthal "Deathcaller" of Muxgar never fit in with the other goliaths in Zigarvik. While they have a sense of fairness and a zest for life, Deathcaller always looked for ways to gain advantage and had an affinity for death. But Deathcaller recognized the signs of a white dragon and moved to challenge the creature knowing that if he could best it, it would serve as a loyal servant.

#### ***Dragons and the Inquisition***

When the dragons left, their kin were left behind. Those of chromatic dragon ancestry have organized along their respective colors. The metallic dragonkind formed a single confederation (the Order of Metal) with cells often mixing various metallic heritages.

While the chromatic dragon cults do work together at times towards common goals, they have a deep hatred for the metallics and the Inquisition.

The Order of Metal similarly sees the various chromatic dragon cults as mortal enemies. The Order of Metal views the Inquisition as oppressive and intolerant, and opposes the Inquisition out of both a sense of survival and justice.

The Inquisition views all dragons and their kin as existential threats.

So the three groups each hate the other two forming a triangle of intrigue across Dimgaard.

### **Adventure Outline**

The PCs are enlisted to investigate signs that a white dragon has laired in the

mountain Jyd Summit, and travel there though the southeast Dimgaard countryside.

About six miles from the summit, they encounter various environmental hazards that are products of the regional effects of the white dragon's lair.

Closer to the summit (about 1000 ft. away) they encounter elementals drawn to the supernatural cold (ice mephitis).

The actual lair entrance is protected by a band of white dragonborn who revere the wyrmling.

Finally, in the lair itself, the wyrmling has placed itself under the lordship of a goliath necromancer.

#### ***The Wyrmlings***

In southeast Dimgaard, the cults of the dragons have been scouring ruins and hidden caverns for years looking for dragon eggs that are still viable. The black, blue, green, and white have all been successful and the wyrmlings are just months away from entering the young dragon phase of their lives. The wyrmlings are setting up lairs around southeast Dimgaard and the effects are being noticed.

### **Starting the Adventure**

*Icy Foreshadowing* takes place some time after the culmination of the Red Blades War. Presuming the humans have at least fought the Red Blades to a stalemate, it can be an any amount of time – days, weeks, or months – since the climactic adventure, *The Head of the Snake*. The DM can decide how much downtime she wants the PCs to have access to and set the length of time accordingly.

Jyd Summit is distant enough from the Alshon Region that the PCs would not automatically know about Rthyin establishing a lair. The PCs need to be approached in some way to trigger their need to intercede. Three hooks are presented here that may be used if the party meets the circumstances. Or the DM can construct a hook specific to her party's members.

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**PC Downtime**

Another way to modulate the difficulty of encounters is by managing what PCs can do with downtime. For PCs that are sufficiently prepared a DM may restrict downtime activities to purely flavor type benefits.

However, a PC on the lower end of the power curve may be able to find a magic item to improve her capabilities, or develop a dietary regime to temporarily increase her odd Constitution score by one to an even value that grants an additional +1 modifier.

The range of downtime activities are constrained only by the players' imaginations and the DM's willingness to accommodate them.

**If a PC is a "loyal" dwarf:**

As your day draws to an end, you are greeted by a welcome sight: a troop of four dwarves is approaching. But elation at the prospect of a ribald evening with members of your own race is quickly tempered as their temperament is clearly not one of levity. When a dwarf is troubled, it is a dour affair easily recognized by any who see it, and these are indeed troubled dwarves.

One steps forward and says, "Hail, Brother. I am Dalmor of Giruhm; Your deeds have become stories for the skalds around the evening fires. So when a matter most foul beset Giruhm, and we could not address the issue ourselves, we knew the champion we need seek out.

The dwarves will relate the information about the failed expedition, and make clear that they do not have the resources to deal with the problem.

**If any PC is indebted to the One True Faith.**

The midday meal is barely finished when you notice Alonzo, vicar of the Inquisition, approaching you. With him are two men in the dress of clergy of the One True Faith. Alonzo is known to be dour, but he seems

even more serious than usual. Without asking permission he sits at your table, but the two accompanying him remain formal.

Alonzo says, "Debts must be paid. And I'm afraid yours have come due. A matter of importance has come to our notice. These are members of the Inquisition who administer points to the east. In the Dragon's Teeth, an evil has taken hold. We believe it too strong for any other than your troupe to address. We hope that if you strike immediately, you can eliminate it before it becomes an existential threat.

The men with Alonzo are members of the Inquisition from Baetulo. They received news of the situation at Jyd Summit. They do not know for sure that a dragon has laired there, but they are suspicious. They can have and relate as much information as the DM prefers.

**If a PC is researching where to find a particular magic item that the DM wants to insert into the campaign.**

Your research bears fruit! An item matching that description was noted in the possession of the knight Geriant the Courteous of Baetulo. However, several days ago he undertook a mission to investigate a serious problem at Jyd Summit. He should have returned, but has not, and there is fear that he has come to an ill end.

The PC's research can reveal as much information about the situation at Jyd Summit as the DM wants.

**The trip to Jyd Summit.** It is a five day journey to Jyd Summit. There are communities that have libraries and sages that could be accessed along the way that would make it a six day journey. The DM can decide how much information she wants to provide the PCs with, and the mechanics to reveal that information (if any).

The trip is also a good time to provide some additional encounters if the DM has some prepared for specific PCs.

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## Encounter 1: 6 Miles from the Lair

**Map.** No map is required for this encounter.

As you progress up the slope, you realize that it is uncommonly cold for a slope this far south. A fog hangs low adding even more chill. There is a constant freezing drizzle that penetrates clothing. Sudden wind gusts lasting several minutes frequently assault exposed skin with freezing temperatures. Risers of ice form walls that cut off your natural navigation, lengthening your approach to the summit. Drifts and icicles punctuate the mountain.

**Running the encounter.** The area within 6 miles of the lair is in near blizzard conditions most of the time. From this point on, a long rest is not possible because of the nature of the environment.

The PCs are immediately in **extreme cold** weather (*DMG* p.110). The numerous walls of ice decreases PCs progress to ½ the normal rate as they are forced to zigzag up the slope; note that this is not because of difficult terrain, but more of a maze effect.

The constant drizzle will eventually penetrate even the heaviest clothing. For each PC depending on clothing to protect them from the weather, roll 1d4. After that number of miles of travel, the PC will become exposed to a **frigid water** effect (*DMG* p.110) except that the check only needs to be made every half mile of travel and every half hour during rests.

### Trap Management

D&D 5<sup>th</sup> edition traps are brief events that force the PCs to use resources, but generally don't use a lot of game time. A small number of traps are expected in order to reduce the PCs available resources so that the upcoming encounters are sufficiently challenging. The DM should compare the PCs resources and abilities to the upcoming challenges and use as many traps as she feels necessary – and may even come back to this encounter later in the adventure if necessary.

**Environmental "traps".** The DM can expose the PCs to as many of these effects as she desires. It is recommended that a

check be made every half mile (on average, the PCs would be exposed to about 4 effects); roll 1d10 and consult these results (with a 5+ indicating no trap):

### 1. Icy Pit

#### Mechanical trap

A 30 ft. deep pit has been dug out or eroded. It is covered by a thin layer of ice. If the lead PC has a passive Perception of 15+ she notices the pit and the area is easily avoided. If not, she falls down 30 ft. taking 10 (3d6) bludgeoning damage.

### 2. Falling Rock

#### Mechanical trap

As the PCs progress, their path takes them under an overhang, and their passage dislodges a rock. Randomly determine a PC in the marching order. If the PC or any PC ahead of her in the marching order has a passive Perception of 16+, the trap is noticed and can be avoided. If not, the PC must succeed on a DC16 Dexterity saving throw or suffer 11 (2d10) bludgeoning damage from the falling rock.

### 3. Blast of Cold

#### Environmental trap

The party is hit by a blast of cold air. If any PC has a 15+ passive Survival check, she notices the threat coming and the PCs have advantage on their saving throws. Each PC must succeed on a DC12 Constitution saving throw or take 7 (2d6) cold damage and suffer an increase in her exhaustion level. On a successful save, the PC suffers only half damage with no increase in exhaustion level.

### 4. Avalanche

#### Mechanical trap

The PCs' movement displace a large amount of ice, rock and other debris that comes showering down and sliding into the PCs. Since the rock and ice is obvious, Perception yields no additional information. A passive Investigation of 15+ by any member of the party realizes the area is a threat. If noticed, a DC15 Wisdom (Survival) check by any PC is needed to safely leave the area. If the threat is not noticed, or the Wisdom (Survival) check fails, each PC must succeed on a DC15 Dexterity saving throw or suffer 11 (2d10) bludgeoning damage (half on a successful save).

**Concluding the encounter.** The encounter finishes when the PCs are 1000 feet from the entrance to the lair.

### Rests

From this point forward, the PCs will not have the opportunity for a long rest. The environment is too hostile to accommodate a long rest.

D&D 5<sup>th</sup> edition presumes that PCs will have multiple encounters before taking a long rest, and even short rests should be monitored. Otherwise, the encounters presented will not challenge the PCs.

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## Encounter 2: 1000 Feet from the Lair

**Map.** See Appendix 2: DM Maps

**Encounter background.** The nature of Rthyin's lair has attracted evil creatures from the elemental plane of ice to a particularly cold location on the summit. They spitefully attack the PCs.

As you progress around the patches and around the walls of ice, suddenly a small pile of ice animates.

**Running the encounter.** Mephits aren't negotiators. They attack relentlessly. Each round on initiative 20 a blast of cold air whips through the area doing 5 (2d4) cold damage to every creature.

### Mephit Fog Cloud

Without blindsight the Mephit's *fog cloud* makes almost no sense (it does provide the ability to hide). Without the blindsight attacks against the mephit would be made with advantage because the mephit can't see the attacker, and also at disadvantage because the attacker can't see the mephit; these cancel out and the attack roll would be a straight d20.

However, if the mephit has blindsight, it can see the attacker, and attacks against it would be with disadvantage (which appears to be the intent of providing the mephitis with the ability to cast *fog cloud*).

**Scaling the encounter.** The number of **ice mephits** varies depending on how many PCs are in the party. There is one **ice mephit** for each PC, and for parties with 5+ members there is one additional mephit.

**Ice Mephit.** *MM* p.215.

**Saving Throws** Dex +3, Con +2

**Skills** Perception +2, Stealth +5

**Senses** blindsight 60 ft., darkvision 60 ft. passive  
Perception 12

### Actions

**<sup>1</sup>Frost Breath (Recharge 5-6).** The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one. Each creature must also succeed on a DC10 Constitution saving throw or suffer a level increase in their exhaustion level (*PHB* 291).

### Tactics

The mephits are not in a hurry. They are comfortable where they are. They like the cold. They will use their *fog cloud*, mobility, and the walls of ice to protect themselves.

Generally, they are only going to expose themselves to use their *frost breath* and then return to protection to await recharge.

**Concluding the encounter.** If the PCs defeat the mephits, they are free to progress to the lair entrance. The DM may choose to place some treasure here, as this is a "lair" of sorts.





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## Encounter 3: Lair Entrance.

**Map.** See Appendix 2: DM Maps.

### **Dragonborn Disposition**

The dragonborn revere Rthyin almost as a deity. He is the first true dragon they have seen in generations. Compromising their loyalty to Rthyin is not possible. However, they dislike the fact that the goliath has such an influence over Rthyin, and the PCs may use that to their advantage in some tricky way.

**Encounter background.** The white dragon cult has a lot of resources tied up in Rthyin. While they could no longer restrain him from exhibiting his true nature and establishing a lair to hunt from, they could send a party of guards to attend to him.

A shelf spreads out for about a hundred feet before an icy cliff. The cliff has an opening 5 ft. in diameter at the base of the cliff. To each side of the opening is the body of a dwarf encased in ice. An encampment spreads across the shelf in front of the opening. There are cottages built of stacked rocks with slate roofs. A bonfire rages in the center of the encampment. Walls of ice make the approach a maze.

**Running the encounter.** The guards are not immediately hostile unless there are dwarves in the party (in which case they will immediately attack).

The cultists are not happy that Deathcaller has dominated Rthyin, but they don't have a lot of options. If they attack Deathcaller, Rthyin will become extremely hostile, as he is now loyal to the goliath. They will not engage in combat against Deathcaller (or his undead). They may be persuaded to provide some aid short of combat, though.

Of course, they will not attack Rthyin or engage in any activity that is clearly going to be detrimental to Rthyin.

Rthyin checks on the encampment several times per day.

**Scaling the encounter.** The number of guards present varies with the number of PCs. Each is a white dragon born with:

**Damage Resistance** cold

**Actions**

**Breath Weapon.** The dragonborn exhales a blast of cold air in a 15 ft. cone. Any creature in that area must succeed on a DC10+Con modifier Constitution saving throw or take 7 (2d6) cold damage; half on a successful save.

#	Dragonborn	XP
1	Spy	200
2	Spy, 3 Bandit	350
3	Spy, 2 Bandit, 3 Scout	550
4-5	Spy, 2 Thug, 3 Scout	700
6-7	2 Spy, Veteran, 3 Scout	1400
8	Spy, 2 Veteran, 3 Scout	1900

**Bandit.** *MM* p.343.

<sup>1</sup>Hit Points 22 (4d8+4)

**Scout.** *MM* p.349.

<sup>1</sup>Armor Class 14 (studded leather)

<sup>1</sup>Hit Points 27 (5d8+5)

<sup>1</sup>Saving Throws Dex +4, Wis +3

<sup>1</sup>Keen Shot. The scout ignores less than total cover.

**Spy.** *MM* p.349.

<sup>1</sup>Saving Throws Dex +4, Con +2

<sup>1</sup>Eye Gouge. As a bonus action, a creature the spy can see within 5 ft. must succeed on a DC14 Dexterity saving throw or be blinded. A blinded creature can attempt a DC14 Constitution saving throw at the end of its turn to end the effect.

**Thug.** *MM* p.350.

**Veteran.** *MM* p.350.

<sup>1</sup>Saving Throws Str +5, Wis +2

<sup>1</sup>Skull Crack. As a bonus action, a creature the veteran can see within 5 ft. must succeed on a DC15 Constitution saving throw or be stunned for one round.

### **Tactics**

As soon as it becomes apparent that the lair is under attack from a strong force, one of the dragonborn will rush to warn Rthyin while the others cover the retreat.

**Concluding the encounter.** The guards are the final obstacle to entering the lair. The tunnel proceeds at a slant for 60 ft. into the mountain and opens in the floor of the lair.

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## Encounter 4: The Lair

**Map.** See Appendix 2: DM Maps.

**Encounter background.** Deathcaller has used his necromantic to animate creatures killed nearby as skeletons for entertainment and protection. Rthyin is a loyal companion that shares his kills with Deathcaller, and obeys his wishes.

An icy cavern has a 40 ft. high ceiling. There are tunnel openings in both the roof and floor. Torches light the cavern creating areas of dim light. Treasure can be seen beneath the ice of the floor. Numerous bones litter the chamber. There are two ledges - each about halfway up the cavern wall.

**Running the encounter.** Unless the PCs have somehow prevented it, Rthyin and Deathcaller are here together. Rthyin does leave to hunt for a few hours each day. The two are vicious and arrogant. They will not submit to anyone else's authority, but might be willing to accept the service of other creatures.

The skeletons are merely piles of bones among the large litter of bones in the cavern (and thus not subject to attack) until their first turn when they assemble and attack.

**Scaling the encounter.** The composition of the lair's occupants varies with the number of PCs.

#	Lair Occupants	XP
1-2	Rthyin	450
3	Rthyin, Deathcaller	650
4	Rthyin, Deathcaller, Skeleton	700
5	Rthyin, Deathcaller, 2 Warhorse Skeleton	850
6	Rthyin, Deathcaller, 4 Warhorse Skeleton	1050
7	Rthyin, Deathcaller, 4 Warhorse Skeleton	1250
8	Rthyin, Deathcaller, 8 Warhorse Skeleton	1450

### Capturing Rthyin

Capturing Rthyin should be extremely difficult. There are multiple tunnels in the roof he can exit through if things turn against him. Plus he has high mobility – 60 ft. plus his **Wing Attack** allows him to fly another 30 ft. Once out of range he can burrow into the mountain which should make him impervious to attacks.



**Rthyin (White Dragon Wyrmling). MM**

p.102

### Legendary Actions

Rthyin 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. Rthyin regains spent legendary actions at the start of his turn.

**Detect.** Rthyin makes a Wisdom (Perception) check.

**Extreme Cold.** Rthyin exhales his breath (separate from his regular **cold breath**) in a 15 ft. cone. Each creature in that area must make a DC12 Constitution save suffering an increase in its exhaustion level on a failed save.

**Wing Attack.** Rthyin beats his wings. Each creature within 10 ft. must succeed on a DC12 Dexterity saving throw or be pushed back 5 ft. and knocked prone. Rthyin can then fly up to half his fly speed.

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**Skeleton.** *MM* p.272

Hit Points 26 (4d8+4)

**Warhorse Skeleton.** *MM* p.273

<sup>1</sup>Armor Class 14 (barding scraps, natural)

<sup>1</sup>Hit Points 30 (4d10+8)

**Uthal “Deathcaller” of Muxgar**

*Medium humanoid (goliath), chaotic evil*

**Armor Class** 15 (leather armor)

**Hit Points** 60 (8d8+24)

**Speed** 30ft.

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

**Saving Throws** Strength +3, Wisdom +5

**Skills** Athletics +8, Intimidation +3, Religion +2

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 15

**Languages** Common (Teulon), Draconic.

**Challenge** 1 (100 XP)

**Empower Undead.** Any undead within 120 ft. of Deathcaller has advantage on ability checks, and **blind sense** 60 ft.

**Exceptional Speed.** Deathcaller can take the Dash action as a bonus action.

**Innate Spellcasting (3/day).** Deathcaller can cast *darkness* requiring no material component.

**Leg Sweep.** As a bonus action, a creature that is within 5 ft. of Deathcaller must succeed on a DC23 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked prone.

**Legendary Athlete.** Deathcaller gets +5 to Athletics (already in statblock). <sup>1</sup>Deathcaller has advantage on Strength (Athletics) checks. <sup>1</sup>3/day, if Deathcaller loses a Strength (Athletics) check, he can choose to add 10 to his check.

<sup>1</sup>**Legendary Resistance (1/day).** If Deathcaller fails a saving throw, he can choose to succeed.

**Rally Undead.** As a bonus action, an undead creature that can see Deathcaller can make a Wisdom save to end being turned.

**Undead Control.** Deathcaller has a telepathic link with all undead within 120 ft., and, the undead follow Deathcaller’s desires.

**Gear.** 2 dagger, 3 *potion of greater healing*.

**Actions**

**Multiattack.** Deathcaller takes 4 unarmed strike attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage.

**Empowered Dagger.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing + 10 (3d6) necrotic damage and the target must succeed on a DC16 Strength saving throw or be incapacitated for one round.

**Necrotic Blast.** As an action, a creature that Deathcaller can see within 60 ft. must attempt a DC16 Strength saving throw. On a failed save it takes 4d6 necrotic damage and is incapacitated for one round. If the save is successful the target takes half damage with no additional effect.

**Reactions**

**Parry.** Deathcaller adds 3 to his AC against one melee attack that would hit him. To do so, Deathcaller must see the attacker and be wielding a melee weapon

**Bolster Undead.** When a creature attempts to turn undead, Deathcaller can use his telepathic ability to give undead advantage on their Wisdom saving throw to avoid being turned.

**Tactics**

If forewarned, Deathcaller will have *darkness* precast. Deathcaller prefers to allow his skeletons and Rthyin deal the damage. He will attempt to knock prone and grapple the PCs so his cohorts can attack more effectively.

Rthyin is aggressive, but not suicidal. If things go badly he will protect himself and use his lair actions to deal damage while trying to escape. Until that point, he will use his lair actions to deal damage and also to isolate a PC and make it more vulnerable. He will try to preserve his breath weapon for when he can get two opponents in it, but if the PCs seem to be concentrating on preventing that, he knows the power of his breath weapons and won’t hesitate to change his strategy to use his breath weapons against a single target.

**Concluding the encounter.** If the PCs lose, their flesh is eaten and their bones become skeletons.

If the PCs win, they should be amply rewarded. It is not easy defeat a dragon in its lair, even a wyrmling.

**Treasure**

Treasure is a defining trait for a DM’s campaign. If she wants a campaign where PCs have gems to throw around and carouse heavily between adventures she should place hoard more frequently than if she aims for gritty realism.

Also, wealthy PCs will be better equipped and requiring stronger creatures to challenge them.

That being said, Chapter 7 of the *DMG* can be used to generate a treasure hoard, or the DM can choose the treasure she thinks appropriate. [This site](#) also does a nice job of quickly generating a hoard.



## Concluding the Adventure

If the PCs have defeated Rthyin, they gain the moniker of **Enmity of the White Dragon Cult**. Further, they should have knowledge or at least an inclination that there are other wyrmlings setting up lairs.

A living dragon, even a wyrmling, can be the final sacrifice in creating one of a number of magic items – adding 1d6 cold damage to a melee weapon, *winged boots*, +1 *shield*, +1 *armor*. (Only one, because the dragon can only be sacrificed once.) However, if the dragon is kept alive in hopes of creating a magic item, it presents the problem of finding a suitable crafter, and where and how to keep the captured dragon while the item is being prepared. If the PCs have extremely good relations with the Inquisition, that might be an option. Selius (head of the Leischport thieves' guild) might be another.

The white dragonborn could also be used as sacrifices to add +1d6 cold damage to a melee weapon.

If the PCs were overcome by Rthyin, he strips their flesh and consumes it. If Deathcaller is still alive, he will incorporate the remains of the PCs into his skeletal army.

### Awarding XP

While the XP budget for the encounters was technically **medium**, with the use of the “exploits” the encounters likely were actually **hard**. With the XP awarded, the PCs would need to complete 4-5 sessions to reach 5<sup>th</sup> level. If this seems like too long, the DM should consider increasing the XP award by 50% to reflect the actual difficulty of the encounters.

She may also decide to award some XP for overcoming traps and other non-combat challenges during the adventure.

### Magic Items

While players always like magic items, and it may be tempting to reward them with an ample supply of magic items after a hard fought session, 5<sup>th</sup> edition is very much predicated on the assumption that PCs will have limited magic items.

While captured evil dragonborn are prime candidates for execution by way of sacrifice to add +1d6 cold damage to a melee weapon, it is easy for the DM to explain why that is not possible.

- No caster has that formula.
  - Any caster that does have that formula is dead set against sacrificing a creature that is so close to being human.
  - Any caster with the formula is terrified of retribution by the Cult of the White Dragon.
  - Any caster with the formula is terrified they will be discovered by the Inquisition if they perform the crafting.
- Remember, magic items are under the control of the DM



Appendix 1: DM Maps.

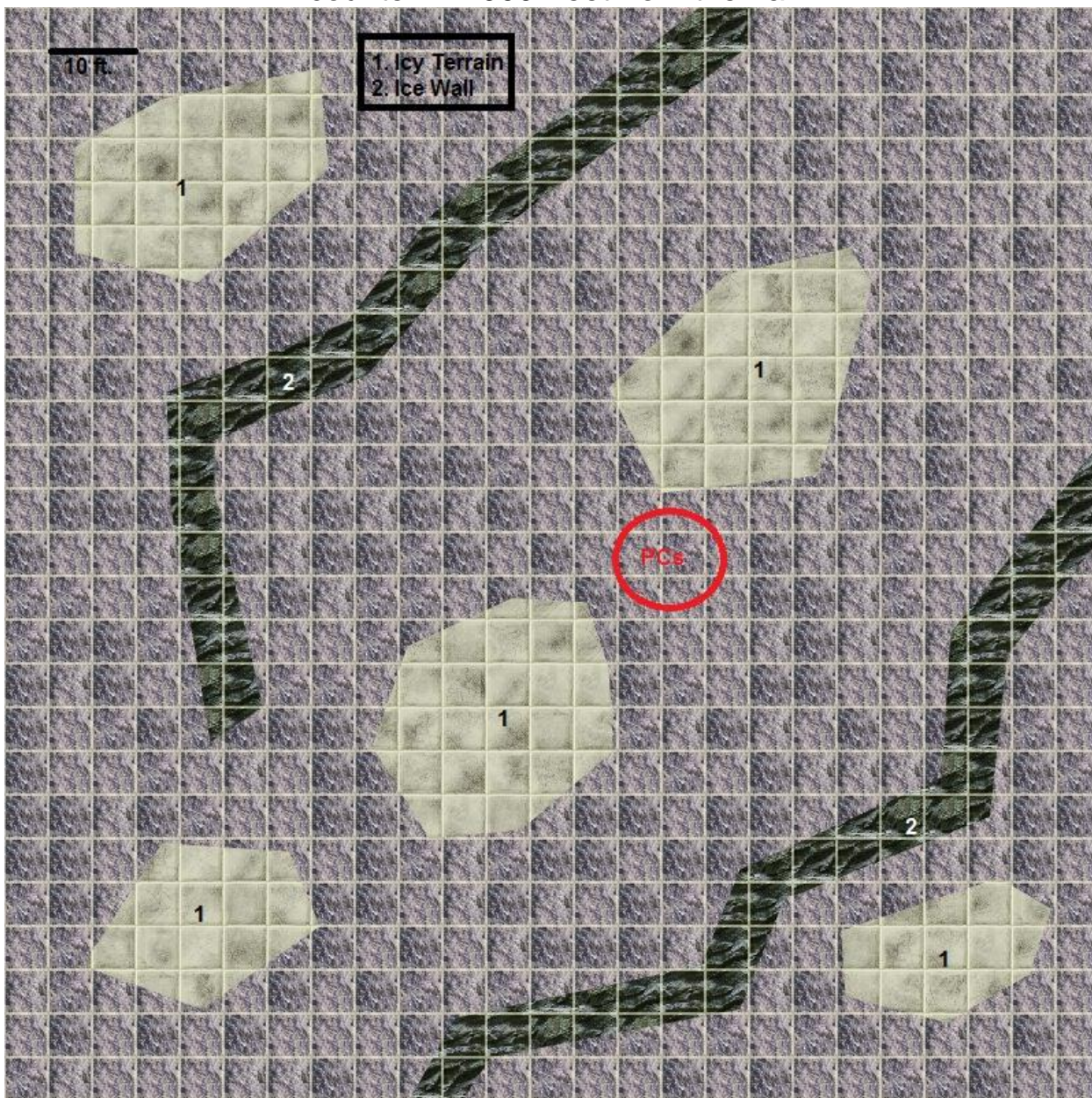
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Southeast Dimgaard





DG12 Icy Foreshadowing  
By Dan Hass with editing by Jeremy Esch  
Encounter 2: 1000 Feet from the Lair



Icy terrain has the same effect as ball bearings (*PHB* p.151). The Ice Walls are describe in the white dragon's regional effects (*MM* p.103).



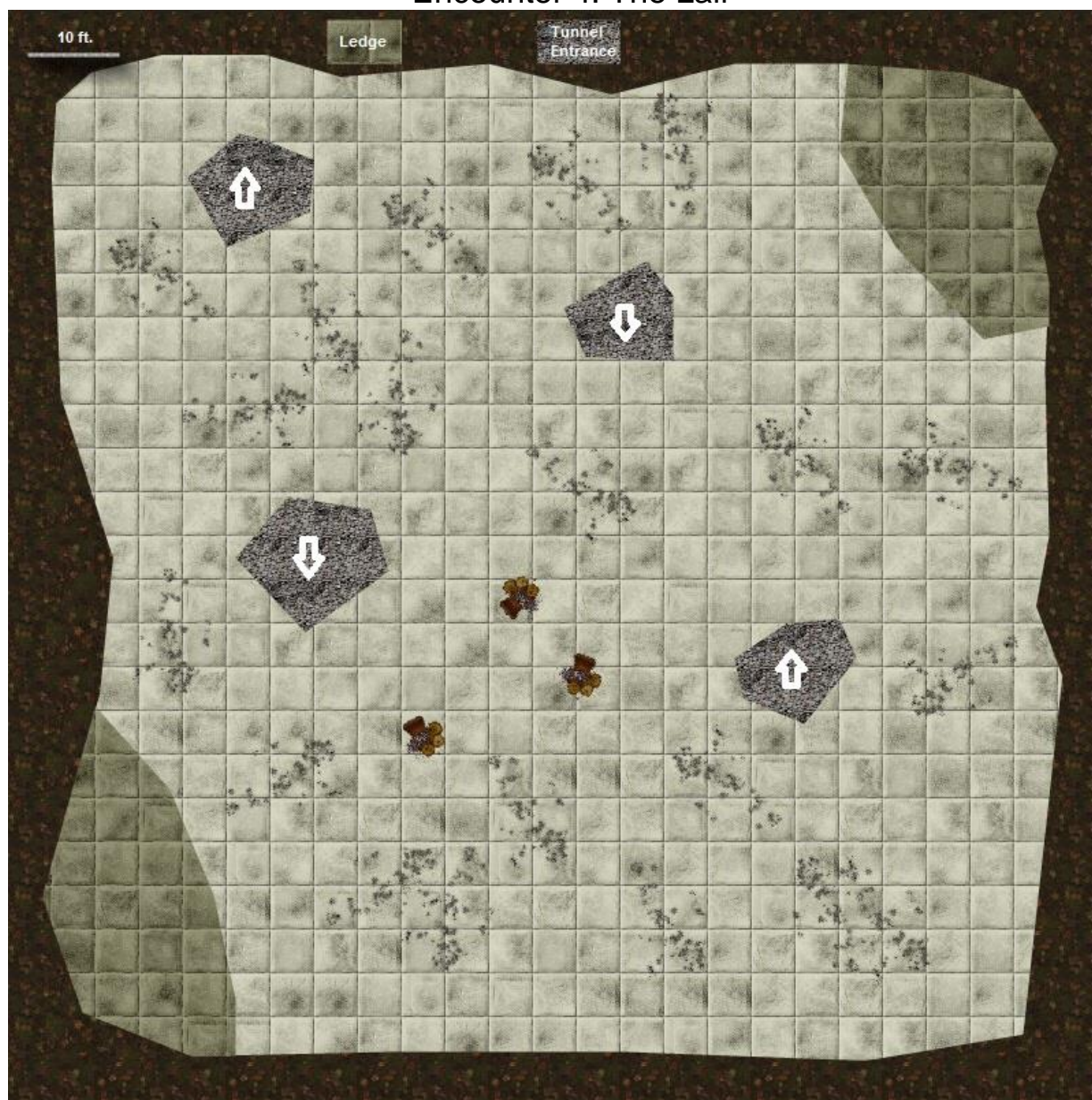
DG12 Icy Foreshadowing  
 By Dan Hass with editing by Jeremy Esch  
 Encounter 3: Lair Entrance



The Ice Walls are described in the white dragon's regional effects (*MM* p.103). The cottages are made out of stacked stones with slate roofs. The tunnel is at the base of an 80 ft. cliff and large enough for a medium creature to enter; it leads slightly up at an angle opening as a hole in the lair floor.



DG12 Icy Foreshadowing  
 By Dan Hass with editing by Jeremy Esch  
 Encounter 4: The Lair



The lair has a 40 ft. ceiling, and the ledges are 20 ft. up from the lair floor. There are four entrances/exits from the lair – two in the ceiling, and two in the floor. The tunnel to the encampment entrance is the one in the northeast section. The other three have exits to the mountain that are covered in ice per the Monster Manual description (p. 103).