



# THE FRIGID LASS

## INTRODUCTION

The adventure begins with the players heading down southeast, along the Ronen River. They're on their way to Goldcrest Town. They have been hired by the mayor, Edmund Silverquill, to pick up and deliver a very important package to the king.

Read the following box to start the adventure.

Welcome, mighty heroes, to the Kingdom of Frosbern. You find yourselves heading south to Goldcrest Town, following the Ronen River. Goldcrest is a lively, fairly sized town known for hosting a great melting pot of merchants from all around the kingdom. The economy has been thriving, and life couldn't be any better in the streets of Goldcrest. Located in the southern regions of Frosbern, the town enjoys the vast view of Cryga's Peak, the tallest mountain of all the kingdom.

You head there to meet Edmund Silverquill, Mayor of Goldcrest and Noble of Aveline, who has hired you to pick up and deliver a very important package to the king.

- One of the players holds the contract written by Silverquill and stamped with an official wax seal. The seal is silver colored and it contains the image of an arrow. Who's holding it?

When all is ready, proceed to the first encounter.

## 1. THE FROZEN TOWN

Read the following box to start the adventure.

You make your way along the Ronen River, until you notice the soothing sounds of the river have stopped. You turn to see the river is frozen solid, and that snowflakes have begun to fall from the sky. You finally arrive at the gates of the town: everything has been frozen over.

You make your way inside and reach the town square. You see huge chunks of ice bloom from the ground up, piercing and breaking apart the buildings. Not a single blade of grass to be seen; and not a single soul, for that matter.

There is a barricaded tavern, two wagons in rough shape, and a section of tents arranged in a file, which all have been ransacked. The players have these options:

### Investigate the wagons - Investigation check.

- **DC 10:** First thing you notice is that the wagons weren't teared apart by icicles at all. One of them is completely empty. The other is mostly empty, except for two bags: one is full to the brim with silver coins, the other is half full of gold coins.
- **DC 12:** You notice the wagons have an artistic pattern designed in the exterior. **History Check DC 15:** it's from the nobility of Aveline. It's from a noble.
- **DC 18:** You notice that these wagons were part of a three-wagon caravan. One wagon is missing.

### Investigate the tavern.

- They find it barricaded. **DC 10** Investigation Check to notice that the barricade has been built recently. The players also hear whispers inside the tavern.

### Investigate the file of tents.

- They find two corpses on the ground. One corpse has icicles sprouting from the mouth, and the other one has a wound across its gut.

Once they're done, read the following box:

Suddenly, you hear a faint, weak cry of a little girl.

There is a little girl in a small alley between two houses that face the town square. Before they can approach her, 4 bandits ambush the party, coming out of hiding. During the encounter, the bandits will try to kill the little girl.

## BANDIT

Medium Humanoid (any race), any non-lawful alignment

**Armor Class** 12

**Hit Points** 11 (2d8 + 2)

**Speed** 30ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 11 (+0) | 12 (+1) | 12 (+1) | 10 (0) | 10 (0) | 10 (0) |

**Senses** Passive Perception 10

**Languages** Common

**Challenge Rating** 1/8

## ACTIONS

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

**Light Crossbow** *Ranged Weapon Attack:* +3 to hit, range 80ft/320ft. one target. *Hit* (1d8 + 1) piercing damage.

After the party defeats the bandits, they go check on the girl (if she didn't die on the battle).



## 2. SILVERQUILL MIA

Read the following box when ready:

Suddenly, from the backdoor of the tavern comes out a man dressed in a dirtied, fancy attire with his hands up: Mayor Silverquill. He is an honest, honorable man, who only wishes for the best for the people of his town.

### The party engages in a conversation with him:

- Silverquill immediately asks the party who they are.
- He then implores the party to look for his daughter, **Catria**. His daughter isn't the child that was in the alley.
- Silverquill reveals what happened: three days ago, he and his daughter had just arrived from visiting a priest in Klein, the capital of the kingdom, when a dragon came down breathing ice over the whole town. The dragon swooped down and snatched Catria's carriage. He rounded up the survivors and they all hid inside the tavern.
- Silverquill begs the party to help him find his daughter.

### Additional Dialogue

- Silverquill remembers the package. It arrived a week ago. It contained several pendants, earrings, and other expensive jewelry from the eastern desert tribes. It's the only thing that wasn't stolen by the bandits.
- If the PC's are friendly enough, Silverquill will reveal that Catria turned 18 a week ago, and that he gave her a beautiful pendant from those eastern goods.

After the conversation, if the little girl survived the first encounter, she approaches the party and gives the member who saved her a drawing in a parchment paper. The parchment is a **Spell Scroll** for the **Cantrip: Produce Flame**.

Silverquill wishes to equip them better for the journey, but the bandits stole all of the goods. He informs the party that he saw the dragon take Catria away towards Cryga's Peak. Surely his cave is hidden somewhere in there. He bids them goodbye.



### 3. WOLFPACK

Read the following box when ready:

You venture further southwest, towards Cryga's Peak. Most of the day goes by as the road leads you to the base of the mountain. The way here was fortunately safe, with no need to fend for your lives. However the sun is now setting, leaving you a choice to make: camp at the base of the mountain, or climb it pushing through the night.

As you consider your options, the falling snow that slowly grows in size presses you on to make the right decision.

#### IF THE PLAYERS CHOOSE TO:

##### STAY AT THE BASE CAMP:

The players get a long rest.

Then read the following box:

You take a goodnight's rest, feeling ready and refreshed. However, the soft snowflakes that poured down from the sky have turned into a howling snowstorm, with no sign of stopping soon. And thus, you begin the trek up the mountain. You make good progress, until an shivering, bone-shattering breeze strikes.

At this point, make the players throw a **DC 12 Constitution Saving Throw** for gaining an Exhaustion level. They also throw a **DC 15 Perception Check** to see if they notice the wolves hiding in the snowstorm.

Begin the Winter wolf encounter accordingly, whether the players detect the wolves or not. The players will have low visibility during this fight (Disadvantage on **Perception (Wis) Checks** that use sight, and the wolves will have +2 AC)

##### PUSH THROUGH THE NIGHT:

You steady your feet and push on through the darkness of the night. The moon shines bright atop its lofty seat in the clouds. The trek seems easy enough, until an imposing, powerful howl echoes through the mountain forest.

Begin the Winter Wolf Encounter. For either of the choices, three Winter Wolves will attack the party.



## LESSER WINTER WOLF

\*Medium monstrosity, neutral evil.

**Armor Class** 12

**Hit Points** 37

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 12 (+1) | 14 (+2) | 7 (-2) | 12 (+1) | 8 (-1) |

**Saving Throws** Str +5, Con +4

**Skills** Perception +3, Stealth +3

**Damage Resistances** Cold

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common and Giant (understands but cannot speak)

**Challenge Rating** 1 (200 XP)

**Keen Senses.** The wyvern has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

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

### ACTIONS

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

**Cold Breath (Recharge 6).** The winter wolf exhales a blast of freezing air in a 15-foot cone. Each creature in that area must make a **DC 12 Dexterity Saving Throw**, taking (2d8) cold damage on a failed save, or half as much damage on a successful one.

### WHAT THE WOLVES KNOW

If the players charm, capture or interrogate one of the wolves, here is what they know:

- They know about the dragon that captured Catria.
- They think that the dragon hasn't eaten her yet. Ever since Frostmaw came back to the mountain with Catria, they have heard singing coming from the cave.
- They know a safe path through a cavern that can lead them up the mountain and keep them safe from the snowstorm.

One of the wolves will beg for mercy before combat ends. It is up to the player if they finish the job or spare the wolf's life.

- "I know when to step away from a quarry that's not worth it. Why cause both me and you more trouble?"
- "Do you not think the moon enjoys the howls of a lone wolf? The two might enjoy each others company more than it seems."

## 4. A SOOTHING VOICE

After defeating the wolves, the heroes reach a cave that leads inside the mountain. They have to explore it if they have means to shine a light inside. If not, they will continue their path through the snowstorm.

If the players chose to save the wolf, the wolf will take them to the cave and tell them that it leads right to the cave of the dragon.

### IF THE PLAYERS CHOOSE TO:

#### EXPLORE THE CAVE

Read the following box:

Your footsteps echo through tunnels of the cave. The hum of the snowstorm fades and silence takes its place as you go further inside. You trek for a while up and around rocks, until you notice that the walls keep getting thinner and thinner until they squeeze your shoulders.

- Ask the players to make a **DC 12 Wisdom Saving Throw**, to see if the cavern is messing with their minds.
- Those who fail begin to think they hear whispers.

Your feet suddenly touch water, and as you press on your body is submerged more and more until it reaches your waist.

As you move forward, you begin to hear a soft voice sound in the distance; its echo faintly reaches your ears. You can't quite tell what it saying.

- Ask the players to make another **DC 14 Wisdom Saving Throw** (**DC 18** for those who failed the first time)
- Those who fail feel something move in the water between their feet. They take 1d4 psychic damage.

The singing voice now sounds much clearer, revealing and eerie but majestic voice singing an offputting melody. You can tell the voice is coming from deeper ahead in the cavern in front of you.

- Ask if any of the players understand **draconic language**. If so, they understand the words that the voice sings:

I AM ALL ALONE  
NOTHING FEELS LIKE HOME  
NOT GOLD NOR MHYRR NOT SILVERSTONE  
NOTHING MAKES ME FEEL LIKE HOME

You manage to finally see a light in the distance, but the walls have tightened so much that there's nowhere else to go but under the water. And so, you swim under the rocks. The water is ice cold. Time goes by, no way of telling when you'll resurface.

Dramatically count down the minutes. Then, make the players roll for a **DC 12 Constitution Saving Throw** for a level of Exhaustion.

You make your way out of the water and hear the singing voice clearly. It's coming from an opening in the cavern, from which daylight spills out.

The players can clearly see through the opening, which leads to a wide, open space. Boss time.

### WEATHER THE STORM

You steel yourselves and steady your footsteps onward, up the mountain, despite the storm. However the wind keeps blowing even harder than before; with such an unnatural force, that it shakes you to the core.

- Ask the players to make a **DC 10 Wisdom Saving Throw**, to see if the storm is messing with their minds.
- Those who fail begin to think they hear whispers.

The snow that piles up in the ground grows higher and higher, until it reaches your knees.

As you move forward, you begin to hear a soft voice sound in the distance; its echo faintly reaches your ears. You can't quite tell what it's saying.

- Ask the players to make another **DC 10 Wisdom Saving Throw** (**DC 14** for those who failed the first time)
- Those who fail feel something move in the snow between their feet.

The singing voice now sounds much clearer, revealing an eerie but majestic voice singing an offputting melody. You can tell the voice is coming from further ahead in the mountain in front of you, hidden between the storm.

- Ask if any of the players understand **draconic language**. If so, they understand the words that the voice sings:

I AM ALL ALONE  
NOTHING FEELS LIKE HOME  
NOT GOLD NOR MHYRR NOT SILVERSTONE  
NOTHING MAKES ME FEEL LIKE HOME

Suddenly, the ground shakes as you hear a powerful roar. You look up at the peak and see an avalanche swallow you up.

Make the players roll for a **DC 15 Strength Saving Throw**.

- If they fail, they take 1d6 cold damage and 1 level of Exhaustion.
- If they succeed, make them throw a **DC 12 Constitution Saving Throw** for a level of Exhaustion.

After many weary steps, you finally make your way to the singing voice, which now sounds much clearer. It's coming from a large mouth of a cavern. Right outside the cavern is a broken down wagon, similar to the ones you saw before on the town.

The players can clearly see through the opening, which leads to a wide, open space. Boss time.

## 5. FROSTMAW

Read the box when ready:

After your preparations, you enter the cave, shaped like a round arena. You see mountains of gold arrayed throughout the corners of the cave, and you notice a young lass right in the middle of the arena, on her knees, singing. Her eyes shine a bright, blue light.

**If the players approach/interrupt Catria:**

- Start the encounter against Frostmaw.

**If the players examine the cave:**

- DC 10 Investigation Check to see Frostmaw perched high up in the cave. He's sleeping. The player that chooses to attack has advantage on his/her attack roll.
- Catria doesn't want the heroes to kill Frostmaw.



## FROSTMAW

\*Large dragon, unaligned.

**Armor Class** 16

**Hit Points** 66

**Speed** 20ft, fly 60 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 13 (+1) | 18 (+4) | 5 (-3) | 12 (+1) | 6 (-2) |

**Saving Throws** Dex +3, Con +6, Wis +3

**Skills** Perception +5

**Damage Resistances** Poison, Cold

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

**Languages** Draconic (understands but cannot speak)

**Challenge Rating** 3 (700 XP)

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

**Keen Senses.** The wyvern has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.  
*Hit* (1d10 + 3) piercing damage.

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

**Diamond Storm (Recharge 5-6).** Frostmaw leaps up into the air, winds up its wings and spreads them out, firing ice shards in a 60 foot cone. Players must succeed a DC 14 Dexterity saving throw or take 2d6 cold damage.

### LEGENDARY ACTIONS

Whenever Frostmaw drops below half of his maximum hit points, he performs the following legendary action at the end of another creature's turn:

**Ice Veil.** Frostmaw spits icy breath, covering a 60 foot radius around him. Each creature in that area must make a **DC 15 Constitution Saving Throw**, taking (3d6) cold damage and gaining a level of Exhaustion on a failed save. Successful saving throws result in half damage and no Exhaustion.

Once the heroes are about to kill Frostmaw, read the following box:

Just as you are about to land the killing blow on Frostmaw, you notice that Catria gets up from her knees and yells "Wait, stop!"

- Make the heroes do a **DC 16 Perception Check**. If they succeed, they can tell that Catria's eyes have gone back to normal.
- The heroes have a chance to spare the life of the dragon or finish it off, depending if they trust Catria at that moment.

## 6. RESOLUTION

### IF THE PLAYERS DEFEAT FROSTMAW

- The players defeat Frostmaw. However, Catria begins to weep and is noticeably dissatisfied on what the party has done.
- Catria shares with the party that she was able to understand the dragon because of the necklace she was wearing, the one Silverquill gave her. It allowed her to **understand and speak draconic language**.
- The dragon was attracted to the necklace Catria was wearing; that's why she was captured.
- The dragon felt alone; that's why he captured Catria: he wanted some company.

Read the following box:

You make your way back to Goldcrest sharing an awkward silence with Catria, whose teary and dissatisfied eyes won't even meet your gaze. You return Catria to Silverquill, who meets her with a warm hug.

- Catria argues with her father, asks him if he sent the heroes to kill the dragon.
- He only wished to rescue her. Catria storms off, angry.
- Silverquill addresses the heroes, gives them their reward (20 gold pieces) despite the bittersweet outcome, and sends them on their way.

### IF THE PLAYERS SPARE FROSTMAW

Read the following box:

You lay down your weapon as Frostmaw is about to chomp you with its icy fangs. But Catria steps between you and the beast. The wyvern stops its attack, lands on the ground and roars. Catria lays her hand gently on the nose of the wyvern. The beast purrs and closes its eyes.

- Catria turns to the players and asks them what were they thinking.
- Catria shares with the party that she was able to understand the dragon because of the necklace she was wearing, the one Silverquill gave her. It allowed her to **understand and speak draconic language**.
- The dragon was attracted to the necklace Catria was wearing; that's why she was captured.
- The dragon felt alone; that's why he captured Catria: he wanted some company.
- She thanks the heroes for listening and sparing the life of the beast.
- She speaks to the Wyvern in draconic language, saying she has to leave, but promising that she'll come by from time to time.

Read the following box.

After a heartfelt goodbye with Frostmaw, Catria follows you back to Goldcrest, where she meets her father with a warm hug. Silverquill thanks you greatly for returning Catria.

- Catria explains everything to her father. Silverquill finds solace in what Catria shared, knowing that now they have a mighty ally.
- Silverquill also rewards each player with 20 gold pieces each.
- One of the players also receive a necklace similar to Catria's, which allows the player to talk and understand Draconic Language.

And so, after fulfilling your part of the deal, you take off from Goldcrest and venture further into the kingdom in search of more mighty adventures.

**THE END.**