

DREAD OF THE ICE DEVIL



A 5th level one-shot adventure
by CHRISTOPHER WAPLES

CREDITS

Designer: Christopher Waples

Story Creator: Christopher Waples

Producer: Christopher Waples

Editor: Shelley Waples

Play Testers: Samuel Amidon, Jay Johnson, Nicholas Parker, Galen Pischke, Shelley Waples, Alex Winslow

Balancers: Dan Cook, Jay Johnson, Kristian Robben, Eric West

Map Cartographer: Jon Vasquez

<https://www.jonvdesigns.com>, jonv.designs@gmail.com

Cover Artist: Alex Winslow

<https://www.kawins.com>, alexwinslow3d@gmail.com

City/Dungeon Map Designer: Christopher Waples

City/Dungeon Map Maker: Arkenforge

<https://arkenforge.com>

The following D&D books provided material and inspiration:

R. A. Salvatore, *Legacy of the Crystal Shard*, 1993

Mike Mearls, *Mordenkainen's Tome of Foes*, 2018

Christopher Perkins, *Monster Manual*, 2014

FOREWORD

Dread of the Ice Devil is the first published adventure that I have created. I am excited to share this with all of you. I hope that I have created something challenging yet fun to play. It was a lot of fun to make and I thank the RPG Writer Workshop for the guidance and tools they provided. I hope that everyone enjoys this one-shot and I genuinely would like to know the outcome of the adventure when you run it. Feel free to reach out with any feedback or your conclusion.

A friend and I also host a weekly podcast called **Grumpy Dungeon Masters**. We invite you to listen. At the time of this publication, we have just finished recording my experiences in creating this adventure. See the links below.

To everyone that helped me with this one-shot, I offer my heartfelt gratitude. If it was not for you, I could not have created something as great as this.

Christopher Waples
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E-mail:

GrumpyDungeonMasters@gmail.com

Website:

<https://grumpydungeonmasters.com/>

Facebook:

<https://www.facebook.com/GrumpyDungeonMasters>

Spotify:

<https://open.spotify.com/show/4ilejIPW8RooyCAyTw0VvC>

Apple:

<https://podcasts.apple.com/us/podcast/grumpy-dungeon-masters/id1522223329>

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ON THE COVER

The Dread Frost has been found entombed in a prison of ice. Will it remain entrapped or will sinister forces set it free?

Disclaimer: There is a better pun with the Beholder's name: Eye-See Tyrant. It is a good name. Maybe next time.

INTRODUCTION

DEEP WITHIN ICEWIND DALE LIES THE MOUNTAIN OF Kelvin's Cairn. Buried inside is an ancient, long-forgotten evil, trapped in an icy prison. This evil is an Ice Devil known as 'The Dread Frost,' a general of the great armies of Stygia, the vast frozen fifth level of the Nine Hells.

Dread of the Ice Devil is a Dungeons & Dragons adventure that takes place in the frozen landscape of Icewind Dale in the Forgotten Realms. Far within is a place known as Ten-Towns, a loose confederation of frontier villages. The furthest of these is Caer-Konig, a town of less than 250 people located at the base of Kelvin's Cairn.

This is a 4-5 hour one-shot adventure designed to be played by a party of four 5th level characters.

STORY OVERVIEW

Dread of the Ice Devil is a mystery that unfolds deep within the belly of a foreboding mountain. The characters can act upon the information provided by the goliath, Thaladred, to investigate the mysterious flashing lights that occur each night on Kelvin's Cairn and rid it of the evils found within. Otherwise, the dark plans of Gymira Icebound, a duergar warlock, will succeed and her master's general will be freed.

The characters are headed to Caer-Konig seeking adventure and are drawn into the story through a chance encounter with a yeti in the middle of town. The town is never without its fair share of excitement or problems, whether it be pirates from the nearby lake or roving bands of barbarians.

Caer-Konig is inhabited by mostly humans, but is frequented by dwarfs from the Dwarven Valley for quick ferry access to the towns further down the lake known as Lac Dinneshere. Few others dare to brave the travel this far north, either because of the near-inhospitable landscape or the regularly below freezing temperatures.

Unbeknownst to the town, a female duergar named Gymira Icebound has been sent by her Pit Fiend master to free its lost General, an Ice Devil known as the Dread Frost. She has finished the excavation of the devil and is now casting rituals to break its icy prison.

It is time for heroes to brave adventure's call!

RUNNING THE ONE-SHOT

To run this one-shot, you need the D&D fifth edition core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*).

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The *Monster Manual* and *Mordenkainen's Tome of Foes* contain stat blocks for most of the creatures found in this adventure. You do not need the latter reference to run *Dread of the Ice Devil*, as alternative monsters will be provided to replace the *Mordenkainen's Tome of Foes* monsters if needed.

When a creature's name appears in **bold** type, that is a visual cue pointing you to its stat block in the *Monster Manual* or *Mordenkainen's Tome of Foes*. If a stat block appears in appendix A, the adventure's text tells you so.

It is best to use starting equipment for the characters per the 5th–10th High Magic Campaign level on pg. 38 of the *Dungeon Master Guide*.

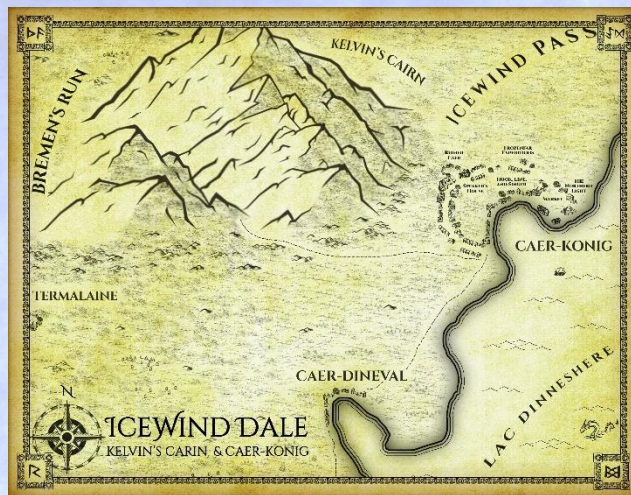
ONE-SHOT SUMMARY

The one-shot plays out as follows:

The characters arrive in Caer-Konig just past midnight and are headed to The Northern Light inn when they run across a wounded yeti destroying a cart. Once it is dealt with, Thaladred will offer them a job to investigate Kelvin's Cairn and identify the mysterious light exploding on the mountain.

Upon choosing to take the job, the characters will find a dwarven garrison that is filled with duergar and demons. They will have to fight through them to locate an imprisoned Ice Devil and a duergar warlock casting a ritual in an attempt to free it.

If they can stop the ritual in time, the Dread Frost will remain imprisoned. If they fail, the Dread Frost will be freed and will unleash its cold wrath upon the helpless people of Caer-Konig.



LOCATIONS IN CAER-KONIG

There are few taverns or inns in Caer-Konig, no town guard to speak of, and its only leadership is Alden Lowell, the town speaker. However, trade does happen and goods still flow, just at a more inflated price than one would find on the Sword Coast.

- *The Northern Light* – The main inn of the town. Known for its ever-burning candle that hangs on its sign. Run by two constantly-arguing sisters Allie and Cori.
- *Hook, Line, and Sinker* – The best of three taverns in town, provides a free half-pint to all who walk through its door. Its owner, Eglendar, will hand you a mug as you enter.
- *Frozenfar Expeditions* – Run by a veteran ranger named Atenas Swift, his shop is a place to re-supply as well as purchase additional goods to survive the cruel north.
- *Ruin Caer* – An old castle built to be a fort to protect the citizens of Caer-Konig and serve as a first line defense against invaders from the north. The castle was made poorly and constantly needs repair. Thaladred has taken this place as his own and has turned it into his home.

DREAD OF THE ICE DEVIL

ARRIVAL IN CAER-KONIG

THE CHARACTERS HAVE ARRIVED IN CAER-KONIG, having either arrived by ferry or through caravan. They have been traveling all day and it is currently the middle of the night. They are tired and eager to get to The Northern Light where they have rooms waiting for them.

HUNGRY YETI

As the characters pass through Caer-Konig read aloud the following to set the scene:

The night sky is clear, but the bitter cold drives you to your destination. There are rooms waiting for you at The Northern Light and you are eager to get to shelter. The town is quiet. No guards or townsfolk roam the street. Ahead suddenly you hear the violent snapping of wood. As you look towards the noise, you see a large tree shaking violently, followed by the sound of guttural roars.

Location & Terrain. Use the map provided in appendix B labeled as *The Hungry Yeti* or feel free to use any nighttime urban city map.

Encounter. An **abominable yeti** is smashing and eating its way through a cart full of supplies. On its back is a **gibbering moulder** that has attached itself to the yeti. The moulder has currently eaten its fill of the yeti and is holding onto it with its many mouths. While attached to the yeti in this manner, it cannot use the Bite action. However, it can still use its Blinding

Spittle and Gibbering abilities. The yeti starts at half hit points due to the many wounds received from the gibbering moulder.

If the yeti is killed, the gibbering moulder detaches from the yeti and attacks the nearest hostile creature. If the gibbering moulder is killed, the yeti will flee on its next turn.

Any character with a 12 Passive Perception or with a successful DC 10 Wisdom (Perception) check will notice bright flashes of lights halfway up Kelvin's Cairn. These lights cycle in a pattern of blue, purple, white, then blue again.

Stealth. The yeti is distracted by its current feast, receiving disadvantage on perception checks, and the characters can surprise it with a successful DC 12 Dexterity (Stealth) check. Otherwise, the yeti attacks the characters if it notices them.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weaker:** Replace the abominable yeti with a **yeti**
- **Stronger:** Increase the hit points of the abominable yeti

THE EXILED GOLIATH

Once the characters have dealt with the yeti and moulder, they will be quickly confronted by Thaladred, Exiled Goliath (see *description in appendix A*). Read the following:

Behind, you hear loud stomping and the clattering of metal. As you turn, you see a massive goliath standing nearly eight feet tall. He is wearing a black bowl helmet and wielding a tower shield with a giant's skull embedded into it. He stares you all down and after a few moments speaks in a gruff voice: "Huh, new adventurers. I got a job for you. Meet me in that fort in the morning." He points to the northwest to the ruins of a fort.

If the characters killed the yeti and moulder add the following:

"Nice work with the yeti. A worthy kill."

If the characters snuck by the yeti and moulder add the following:

"Now, I have a matter that I need to attend to."

In all cases, Thaladred will depart with no further conversation. If pushed into a further response he will continue to walk to Ruin Caer or engage in combat with the yeti and moulder, ignoring all conversation.

THE FOLLOWING MORNING

Once the characters have rested at the inn, they can heed Thaladred's call to action and meet with him at Ruin Caer, or they can explore the town as they see fit. They can visit Frozenfar Expeditions for additional gear. They can purchase any standard supplies outlined in the *Player's Handbook* at double the listed price. They could also stop by the Hook, Line, and Sinker Tavern for food and drink.

Any conversation with the townsfolk about the previous night's encounter is met with an almost dismissive attitude. The reality is the townsfolk have trust that Thaladred will keep those types of threats away and will state so if questioned.



RUIN CAER

Once the characters have decided to speak with Thaladred and reach Ruin Caer, read the following:

Around you are collapsed walls destroyed by weather, age, and assault. Behind the walls is a crumbling garrison. Its doors are frozen open by snow and ice. As you walk inside, you see a large open foyer with a missing roof. The room is filled with supplies and one very large bed. Behind a large desk stands the massive goliath from the previous night. He is motionless, staring up at Kelvin's Cairn.



ROLEPLAYING THALADRED

Thaladred is a soldier of many battles. Quiet and stoic, he would rather focus on completing his task than playing games. He is not rude, but ignores those who want to chat at length. He cannot be persuaded away from his task and will challenge anyone who attempts to intimidate him.

Thaladred will thank the characters for meeting with him and explain the mission that he has for them. For the past few weeks, strange bursts of light have been occurring far up Kelvin's Cairn. He has investigated it as far as he can without abandoning the town for an extended period of time. He mentions that encounters with the yeti and other hostile creatures have become more commonplace since the flashing lights started to occur.

Thaladred would like the characters to travel up Kelvin's Cairn and infiltrate a suspicious entrance that he located. He believes this to be the source of the lights, but has yet to go inside. He offers a payment of 600 gold pieces each, paid by the speaker of the town.

If the characters accept, he advises them to leave quickly as it is a two-day journey up the mountain.

If questioned about the journey, Thaladred will state that it is a clearly marked path that was easy enough for him to navigate. In reality, the journey will be difficult without appropriate gear and weather resistance. Before they leave, Thaladred will provide the characters with a crude map to the location. Provide a copy of Thaladred's map in appendix B.

JOURNEY UP KELVIN'S CAIRN

Allow the characters to prepare as they see fit. Once they are ready, they can begin the journey. Describe to the players that they start to follow Thaladred's map up the mountain. Then roll on the Mountain Mishap table to provide a challenge to the group.

They are successful in climbing the mountain when completing the skill check for any three challenges. For each failed encounter beyond two, everyone in the group will suffer one level of exhaustion. Each challenge can be performed once, re-rolling any previously rolled values.

Once three challenges have been completed, they will have successfully climbed Kelvin's Cairn and found the entrance to an old dwarven garrison.

Mountain Mishap

d12	Challenge
1	The character with the lowest Dexterity score slips while traversing a narrow ridge, causing an avalanche to occur. They must succeed a DC 10 Dexterity (Acrobatics) check or take 7 (2d6) bludgeoning damage from the falling snow.
2	The party is lost, the map is useless. Make a DC 14 Intelligence (Nature) check. On a failed check the party is lost on the mountain for a full day.
3	While camping for the night, the temperature drops dramatically. Each character must succeed a DC 12 Constitution saving throw or take 5 (1d10) cold damage.
4	The party stumble upon a lair of wolves. Each character must succeed a DC 10 Dexterity (Stealth) check or be attacked by the wolves. The characters are able to fight off the attacking pack but suffer 7 (3d4) piercing damage each in the process.
5	The path veers west, but the map shows the destination is east. Make a DC 14 Wisdom (Insight) check. On a failed check the party is lost on the mountain for a full day.
6	The path ahead leads straight up a sheer ice cliff. Each character must make a DC 12 Strength (Athletics) check with climbing gear. On a failed check the character falls, taking 7 (2d6) bludgeoning damage. Attempts to climb the wall without climbing gear are made with disadvantage.
7	A tree made of ice has been found. A glyph of warding is carved into the tree. A successful DC 12 Intelligence (Arcana) check can divulge that the rune is an <i>Explosive Rune</i> that will trigger if touched. If triggered the explosive rune deals 22 (5d8) cold damage. Using <i>Dispel Magic</i> or similar effect will destroy the glyph without triggering it. Either result allows a +1 Mace to be found within the tree.
8 - 9	The path the characters have been following has disappeared. Make a DC 15 Wisdom (Survival or Perception) check. On a failed check the party is lost on the mountain for a full day.
10-12	No challenge occurs. This is considered a success.

DWARVEN GARRISON

When the characters reach the dwarven garrison entrance read the following:

As you round the cliff's edge, you spot what looks to be an entrance carved into the cliff face. As you get closer, you feel an incredible heat coming from it. All snow and ice around the entrance has melted away.

The entrance is of dwarven make. It is unguarded, but brightly lit. Just inside, two large braziers burn with raging fire. A long hallway leads down into the garrison guard room (Area 1). Every room in the dwarven garrison is extremely hot and brightly lit unless notated otherwise. This is due to the numerous braziers and lanterns that burn at full flame throughout the garrison. Gymira hates cold temperatures due to her time trapped in Stygia. The ceiling is 10 feet high unless otherwise specified.

Occasionally, feedback from Gymira's ritual ripples through the hallway. When this occurs, it happens in the pattern of blue, purple, white, then blue again. There is about a 10-second delay between each wave when they occur. This effect does no damage, but does cause any open flame to dance wildly and turn the color of the feedback's energy. A successful DC 13 Intelligence (Arcana) check would reveal that this feedback is residual energy from a completed ritual.

The duergar and other creatures inside the garrison are all troops under Gymira's command. They all fear failing her Pit Fiend master and will fight to the death in all cases. Any barter, trade, or persuasion will not work due to fear of Gymira's wrath.

1. GARRISON GUARD ROOM

When the characters reach the entrance and peer inside, read the following:

As you peer around the corner you see a table surrounded by duergar. They seem to be enjoying some good food and drink as they converse with each other. Suddenly, you hear a small voice shout out. The duergar turn in your direction, grabbing their weapons and readying themselves for a fight.

Dimensions & Terrain. The garrison guard room is a 30-by-60-foot stone room. It houses the beds and cooking area for the duergar. It also contains a surplus of firewood and lamp oil used to keep the garrison brightly lit and heated. There are hallways to the east and west, and two large steel doors to the north.

Encounter. Arming themselves for combat are four **duergar** that were previously sitting around a large table. They were eating food and drinking ale, talking about their many exploits, until they were alerted to the character's presence.

Under the southeast brazier a **duergar mind master** hides reduced in size and invisible. He watches the characters as they move down the hallway, alerting the other duergar in Undercommon before they get too close. During combat, the mind master will attempt to position itself behind the character furthest away from the other duergar before attacking.

The two braziers at the entrance are filled with magma instead of fire. These braziers each contain a **magma mephit**



hidden in their false appearance form. The magma mephitis act on an initiative of 0, allowing the characters to enter the room before attacking.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weaker:** Remove two of the duergar
- **Stronger:** Increase the amount of duergar or add an additional mind master
- **Tom of Foes Replacement:** The duergar mind master can be replaced by two **imps** that perform the same actions as the mind master

2. STYGIA PORTAL ROOM

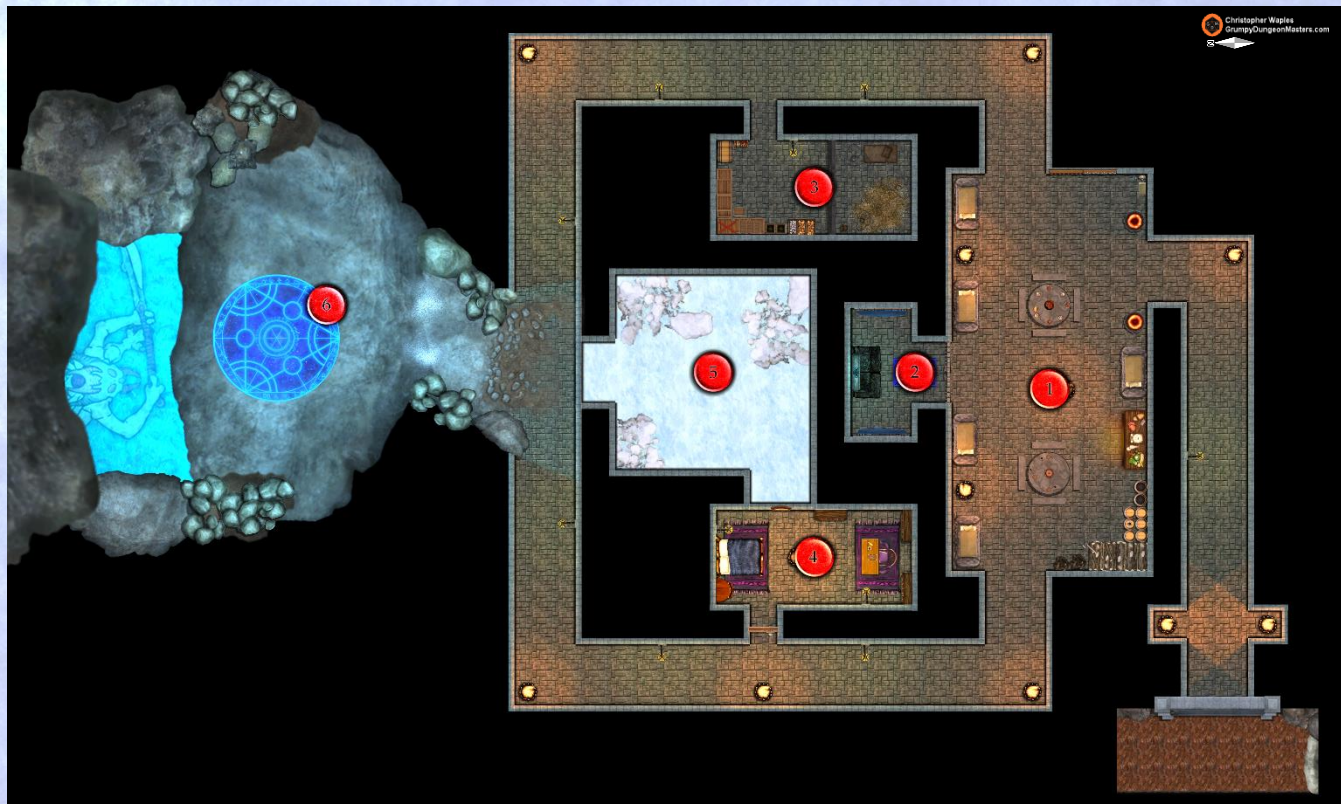
When the characters open the doors to the room, read the following:

As you open these doors, an oppressively cold wind howls out of the room. All flames dance wildly as the wind chills you to the bone. When the wind dies down, you can see a large, 10-foot round stone circle covered in ice with a single rune carved in it over and over.

Dimensions & Terrain. Two large steel doors seal the entrance to this room. They are not locked in any way but are cold to the touch. The room is 10-by-20-foot, with a raised slab in the center elevating a 10-foot round stone circle. This is a gate that can be opened to Stygia if the proper infernal incantation is said while holding the diamond and horn found within the room.

Investigation. A passing investigation of the stone circle reveals that it is structure that houses a portal. The portal is currently closed. The runes on this portal are carved in Infernal. Any character that can read Infernal can translate them into the word "Stygia" written over and over. Once a character reads the runes, they take 5 (1d10) psychic damage.

A successful DC 16 Intelligence (Investigation) check will reveal a hidden satchel under a loose slab near the portal. Inside the satchel is a diamond worth 5000 gold and a demon's horn. No interaction with the gate or horn will do anything, unless the proper infernal incantation is spoken.



3. PRISON ROOM

There is no door to this room. When the characters approach read the following:

As you approach the room, you notice that it is missing its door and is dimly lit inside. As you look inside you see crates of food and ale on the north side of the room. On the south side a large prison cage can be seen. Behind the bars are three prisoners chained to the wall.

Dimensions & Terrain. The Prison is a 15-by-30-foot room made of stone that is being used as supply storage and as a prison. The crates and barrels mostly contain food or ale, but there are some crates with mining supplies.

Prison. Investigating the prison cell shows that the prison is not part of the original structure, but was added sometime recently. Inside the cell there are two humans and a half-elf, half alive and wearing nothing but rags. They do not respond to any calls or actions made out to them.

A successful DC 13 Dexterity (Sleight of Hand) check with thieves' tools can pick the lock to the prison cell or the chains on the prisoners. The prison bars are all made of forged iron and have an AC 12, 10 resistance, and 20 hit points.

The prisoners are unresponsive, similar to someone that was heavily sedated. A successful DC 13 Intelligence (Medicine) check reveals that these prisoners have suffered some extreme mental trauma.

If the prisoners are freed from their shackles, they will begin to head to the Dread Frost room unless forcibly stopped.

4. MAIN STUDY

The door to this room is locked and protected by a magical *Arcane Lock*. Only Gymira Icebound can open the door normally with a key that she possesses.

If the characters enter the room with either the key or alternative means, read the following:

The door opens, revealing a large, brightly lit study room that smells of lavender and honey. One side of the room contains a bed and wardrobe. On the other side sits a large wooden desk with a single journal laying on top. On the center of the far wall hangs a massive portrait of a Pit Fiend, its eyes staring directly at you.

Door. A successful DC 25 Dexterity (Sleight of Hand) check made with thieves' tools can unlock the door. If the *Arcane Lock* is dispelled by *Dispel Magic* or similar effect, the DC reduces to 15. While enchanted by the *Arcane Lock* it is indestructible.

Dimensions & Terrain. The Main Study is a 15-by-30-foot room made of stone. It serves as a living quarters and study for Gymira. There is a large bed and wardrobe on the north side and a wooden desk surrounded by bookshelves on the south side of the room.

Investigation. There is nothing of value laying around the room. The bookshelves contain mostly old log books for the garrison or historical books on dwarven society. The desk is empty except for a journal and scripting tools that sit on top.

A successful DC 14 Intelligence (Investigation) check of the bed reveals a *Wand of Magic Missiles* hidden within a secret slip in a pillow.

Portrait. The portrait displays a Pit Fiend wearing hellish armor and wielding a massive mace. The frame itself is made of stone and is a part of the wall. A successful DC 12 Intelligence (Religion) check will reveal that this Pit Fiend is from the fifth layer of hell, Stygia.

A passive perception of 18 or a successful DC 15 Wisdom (Perception) check will reveal that the eyes of the painting are indeed following the characters around the room. This check is reduced to a DC 12 if the journal was read first.

A successful DC 15 Intelligence (Investigation) check will reveal a secret button within the painting's frame.

If the button is pressed, the eyes in the portrait disappear as the portrait slowly unlatches and slides aside revealing a small cold room.

Journal. The Journal is more of a daily log book with some personal reflections added in. Any character that spends ten minutes reviewing the journal will learn the following:

- The duergar have been searching all of Kelvin's Cairn for months for something called The Dread Frost
- The Dread Frost was found a few weeks ago and excavation began
- Excavation was completed and rituals began to unseal its prison
- The writer of the journal swears to free the Dread Frost in order to please her master and to never return to "that frozen hell"
- Throughout the book on almost every page are small statements that say 'It's watching me again.', 'Again with the eyes.', or 'STOP STARING AT ME!'

5. EYE-SEE'S SECRET ROOM

If the characters find the secret entrance behind the portrait and move into the room describe the following:

Soft snow breaks beneath your feet as you enter a room with no light. From the study a single beam shines onto a large floating ball of snow. Behind you the portrait begins to close.

Closing Wall. Allow each character to decide if they will leave or enter the room. They will need to succeed a DC 13 Dexterity check to move past the closing wall. On a failed check the character gets crushed by the door and takes 27 (5d10) bludgeoning damage. Any creature reduced to 0 hit points by



this damage is crushed to death. Once the characters have made their choice, read the following if anyone is left in the room.

As the portrait slowly closes behind you, tentacles of snow stretch out of the floating orb. Eyeballs appear at the end of each tentacle as the portrait clicks shut.

Dimensions & Terrain. The secret room is a 30-by-30-foot stone room with its floor covered in a few inches of fresh powder snow. The ceiling is also 20 feet high. Unlike the rest of the garrison, the room is unlit and very cold. Much like the portrait, there is an additional set of secret peep holes to the north that Eye-See can use to spy on the excavation of the Ice Devil. There is no entrance at this location.

To leave this area a character can spend their action to investigate the portrait wall and find the switch to open the wall. Once pressed, the wall will open at the start of that character's next turn.

Eye-See the Snowball Beholder. The floating ball of snow is a snowball beholder named **Eye-See**. See stat block in appendix A. He treats all those who enter his room as hostile creatures and attacks them immediately.

Beholder Tactics. This small room is not the beholder's domain, so it cannot use lair actions. The beholder puts as much distance between itself and the characters as possible, in order to get as many creatures as it can in its Cold Cone. Eye-See will pursue intruders who flee its room. If he loses them, he will navigate to the portal room and await further instruction.

The beholder knows Deep Speech, Undercommon, and Infernal due to it being from Stygia. It refers to itself as 'The Snow' when it speaks in third person. Observant and childlike, it wishes to freeze every creature it sees. Any character who understands its words can translate a few of Eye-See gleeful shouts:

- "ICE to meet you!"
- "Freeze in Hell!"
- "Do you wanna be a snowman?"

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weaker:** Decrease hit points of the beholder
- **Stronger:** Increase the amount of Eye Ray actions to two, each targeting a different creature

6. THE DREAD FROST

When the characters approach the excavated area, read the following:

Rubble and destroyed stone litters the path leading up to a large excavated area. Inside, a glowing arcane circle shimmers with magical energies. A female duergar stands at the center, chanting in Infernal. In front of her is a wall of ice with an insect-like devil frozen inside. When she finishes her chant, the arcane circle lashes out with blue, purple, white, then blue energy. The creature inside the wall begins to shake.

Dimensions & Terrain. This room is an excavated-out rock formation that is a rough 45-by-65-foot shape. The ceiling is about 20 feet tall.

Lighting. A cold, eerie blue glow radiates out from the ice wall, shedding bright light in all directions.

Encounter. Several different creatures populate this room. There is **Gymira Icebound**, who is at the center of the arcane circle. See the stat block for her in appendix A. While the circle is

active, no attack can penetrate the circle nor can it be crossed. When the circle is lowered, Gymira will engage the characters with her warlock spells. When reduced to half health, she will attempt to escape the garrison by way of the Stygia Portal in area 2. It will take her one turn to retrieve the horn and diamond, then another turn to open the portal.

Infusing the circle with power are four duergar **cultists**. They do not move to engage the characters unless the arcane circle is dispelled by *Dispel Magic* or a similar effect. The arcane circle is considered a 4th level spell. They maintain their position, even if attacked, in order to power the arcane circle. Once all four duergar cultists are dead the circle drops.

Elsewhere within the room is a **duergar hammerer**, a **duergar screamer**, and a **bearded devil**. They are all focused on the ritual and are not paying attention to activity in the hallway unless it is in direct line of sight. These creatures aim to protect the ritual, cultists, and Gymira at all cost.

Stealth. Stealth into the room is possible. However, stealth checks are made with disadvantage due to the loose rocks and stone.

Ritual. The ritual is one full cycle of casting away from freeing the Dread Frost. Every two rounds, starting at the second round, one of the waves of energy is released. They occur in blue, purple, white, then blue waves. After each wave, the Dread Frost begins to shake and move more vigorously. After the last blue wave is released, the ice wall shatters and the Dread Frost is released. The Dread Frost is an **ice devil** without its spear.

If the ritual is completed, the Dread Frost is immediately released from its icy prison. It will treat the characters as hostile and attack the following round. The ice devil will not pursue the characters if they flee the cave.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weaker:** Increase the rounds to release the Dread Frost
- **Stronger:** Add additional bearded devils or **imps**
- **Tome of Foes Replacement:** The duergar hammerer and duergar screamer can each be replaced by one **bearded devil** or one **barbed devil** can replace both

CONCLUSION

Ensuring that the Ice Devil remains imprisoned is the main priority of the excursion into the dwarven garrison. Characters who accomplish this goal will receive high praise from Thaladred when they return to town. Payment and a great feast are their reward. Returning with evidence of the duergar and their plans will sour Thaladred's mood as he believes that there is a greater threat still looming unseen.

Bringing the head of Gymira and her journal to Thaladred will impress him greatly. He will provide training in either the *Inspiring Leader* or *Shield Master* feat (player's choice) or Thaladred can "negotiate" with the Caer-Konig speaker to double the payment.

Failure to stop the ritual releases the Dread Frost. It will then in the following days unleash its wrath upon the inhabitants of Ten-Towns and begin a crusade to unleash Stygia's endless winter into Faerûn.



WHAT'S NEXT?

This concludes this one-shot, but the next part of the story has just started. As it is developed, we would like to know the outcome from this adventure to help drive the story. Please send an e-mail titled "*Dread of the Ice Devil Outcome*" to: GrumpyDungeonMasters@gmail.com. We will tally the results of this one-shot to help further craft the next part of the story.

Did the party succeed in stopping Gymira's ritual? Did she escape back to Stygia? Did the adventurers find the secret room with Eye-See? Was the group able to return to Thaladred and receive awards for their efforts? Or did the Dread Frost get freed?

Thank you for playing this one-shot! We hope to entertain you again in the future.

APPENDIX A: MONSTERS AND NPCs

GYMIRA ICEBOUND

GYMIRA ICEBOUND

Medium humanoid, any alignment

Armor Class 12 (15 With Mage Armor)

Hit Points 91 (14d8 + 28)

Speed 25 ft.

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

Saving Throws WIS +4, CHA +7

Skills Arcana +4, History +4

Damage Resistances Cold

Senses Darkvision 120 ft., Passive Perception 11

Languages Common, Dwarvish, Infernal, Telepathy 30 ft., Undercommon

Challenge 6 (2,300 XP)

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

Innate Spellcasting. Gymira's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *detect magic*, *jump*, *levitate*, *mage armor* (self only), *speak with dead*

1/day each: *investiture of ice*, *true seeing*, *arcane lock*

Spellcasting. Gymira is a 14th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*

1st–5th level (3 5th-level slots): *armor of Agathys*, *arms of Hadar*, *crown of madness*, *shield*, *contact other plane*, *detect thoughts*, *dimension door*, *dissonant whispers*, *hunger of hadar*, *telekinesis*, *cone of cold*

Freezing Aura. At the start of each of Gymira's turns, each creature of her choice within 5 feet of her must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) cold damage, provided that she isn't incapacitated.

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

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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

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

SNOW BEHOLDER "EYE-SEE"

SNOW BEHOLDER "EYE-SEE"

Large aberration, chaotic evil

Armor Class 14 (Natural Armor)

Hit Points 104 (11d10 + 44)

Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws INT +6, WIS +5, CHA +6

Skills Perception +8

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold

Condition Immunities Grappled, Prone

Senses Darkvision 60 ft., Passive Perception 18

Languages Deep Speech, Infernal, Undercommon

Challenge 5 (1,800 XP)

Aura of Snow. Snowflakes fall from the sky within a 30-foot radius centered on the beholder. This causes the ground to be covered in an inch of snow each hour.

Cold Cone. The beholder's central eye creates an area of cold vulnerability in a 150-foot-cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Ray. The beholder uses a random magical eye ray, choosing a target that it can see within 60 feet of it.

1. **Freezing Ray.** The targeted creature must succeed on a DC 14 Dexterity saving throw. On a failed save, the creature begins to freeze solid and is restrained.

It must make a DC 12 Constitution saving throw at the start of its next turn. On a success, the effect ends. On a failure, the creature takes 14 (4d6) cold damage and is frozen in ice. They are considered petrified while in this condition. The creature will continue to take 3 (1d6) cold damage at the end of each turn unless they are brought to a heat source of heat. It takes 1 hour to thaw from this state.

2. **Fear Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Cold Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one.

4. **Snow Disintegration Ray.** If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 36 (8d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fluffy snow.

If the target is a large or smaller nonmagical object or creation of magical force, it is turned to snow without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray turns a 10-foot cube to snow.

THALADRED, EXILED GOLIATH

Thaladred is a 7'9", 400 lb Goliath. He looks like any other Goliath that one would imagine. However, he has multiple vertical rows of lithoderms on the right side of his face. These lithoderms are unique in that they range in color from green, grey, and white.

Thaladred wears metal armor in key locations to protect himself from attacks from creatures of smaller stature. He also wears a large round metal helmet with a wide flat brim. Covering his armor is a large black trench coat with a massive purple stripe along the left side of his body. He wields two items: a flail with an extended chain and a massive tower shield with a giant's skull embedded on the front.

Thaladred is a stoic and quiet defender of Caer-Konig. No one knows where he came from and all are afraid to ask him for more information. When he arrived in town, he established himself as the town's protector and no one argued with him. Since then he has single-handedly defended the town against roving bandits and other undesirable threats. He even led the town in a battle against an invading giant's warband. Townsfolk feel very fortunate to have him around, but still wonder why he is here defending the town as he does.



THALADRED, EXILED GOLIATH

Medium humanoid (goliath), lawful neutral

Armor Class 18 (Half-Plate, Shield)

Hit Points 112 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

Saving Throws STR +8, DEX +4, CON +6

Skills Athletics +7, Intimidation +5

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception 11

Languages Common, Giant

Challenge 6 (2,300 XP)

Indomitable (1/Day). Thaladred can reroll a saving throw he fails. He must use the new roll.

Survivor. Thaladred regains 5 hit points at the start of its turn if he has at least 1 hit point, but fewer hit points than half its hit point maximum.

Unstoppable. Aside from being grappled or restrained, Thaladred is immune to effects that reduce his speed to 0. Effects that reduce his movement instead reduce half that amount.

Skilled Soldier. Thaladred is a skilled soldier of many war campaigns. He is proficient in both the Dueling and Protection fighting styles.

- **Dueling** - When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

- **Protection** - When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Actions

Multiattack. Thaladred makes two weapon attacks.

Flail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (1d8 + 7) piercing damage.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Shield Wall (3/Day). When any ranged attack would hit Thaladred or a creature within 5ft. of Thaladred, Thaladred can quickly raise his shield to fully block the attack causing the attack to miss. Thaladred then receives -2 to his AC until the start of his next turn.

Legendary Actions

Thaladred can take 2 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. Thaladred regains spent legendary actions at the start of its turn.

Weapon Attack. Thaladred makes a weapon attack.

Command Ally. Thaladred targets one ally it can see within 30 feet of it. If the target can see and hear Thaladred, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

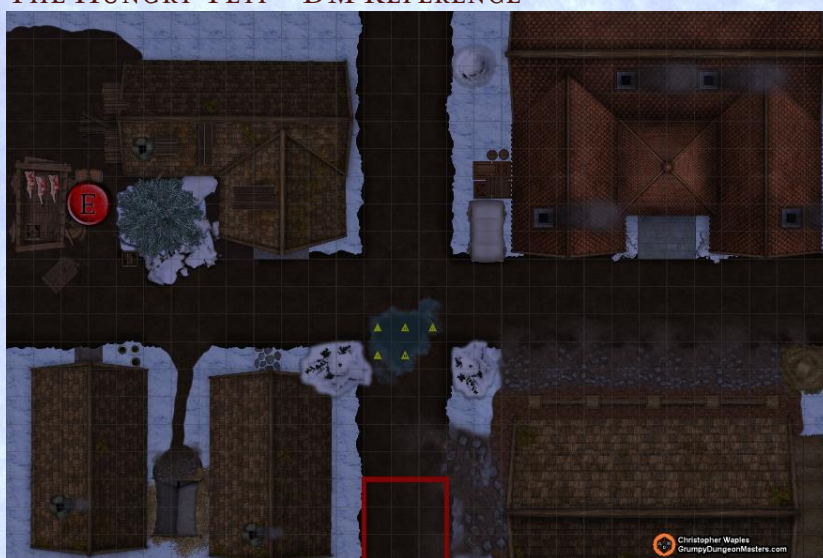
Frighten Foe (Costs 2 Actions). Thaladred targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of Thaladred's next turn.

APPENDIX B: MAPS

THE HUNGRY YETI



THE HUNGRY YETI – DM REFERENCE



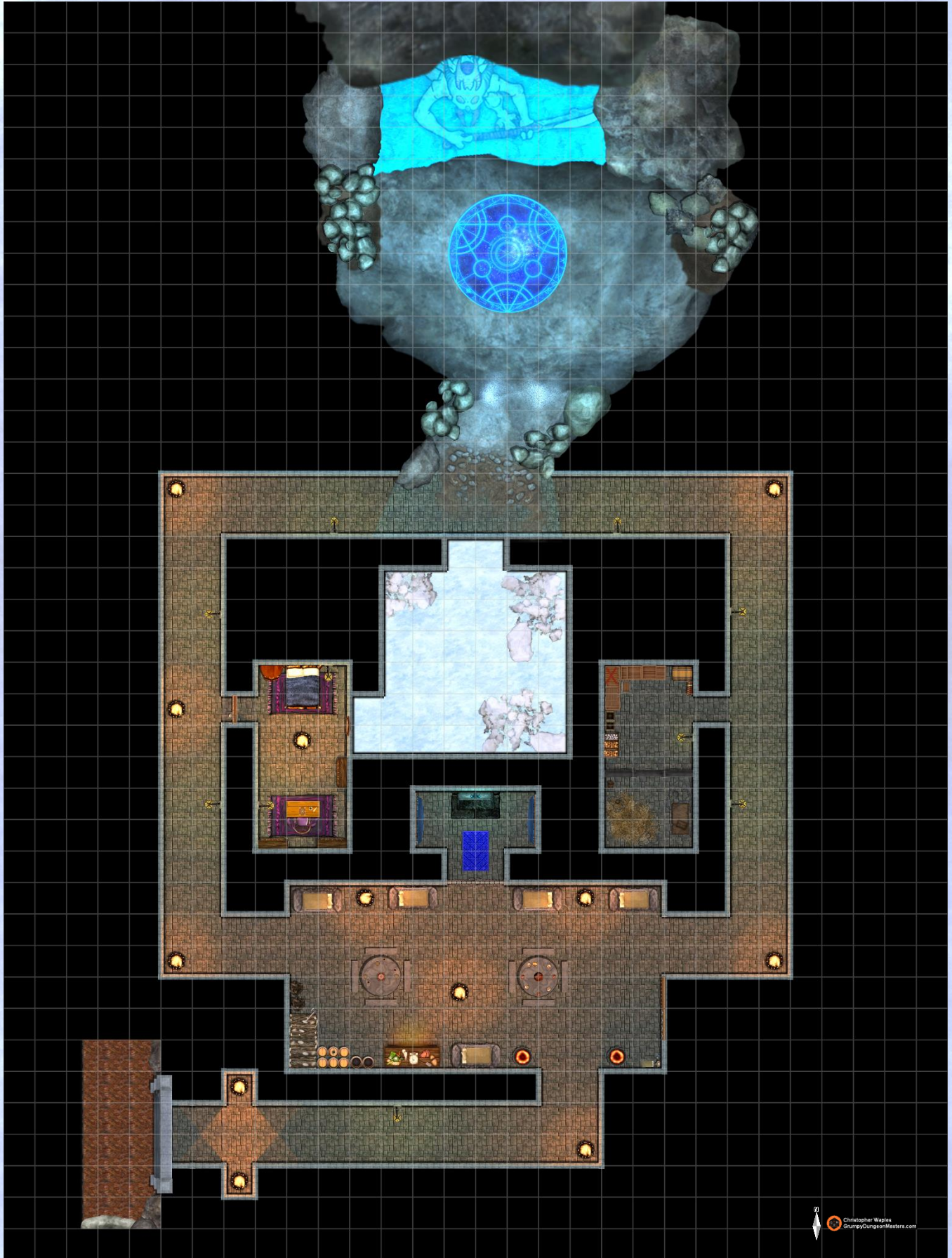
Legend

Red Circle E. Starting location for abominable yeti and gibbering mouther.

Yellow Triangle. A slick patch of ice. Whenever a character enters this square or ends their turn there, they must make a successful DC 13 Dexterity save or fall prone.

Red Box. Deploy area for the characters.

DWARVEN GARRISON



KELVIN'S CAIRN MAP



HANDOUT: THALADRED'S MOUNTAIN MAP

